MASTERSuite

User Manual

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CHRISTIE®

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Section 1

Preface

1.1 About MASTER*Suite*

MASTER*Suite* is a collection of integrated software modules that allows for flexibility when working with the display wall. MASTER*Suite* is comprised of MediaManager, WallManager, and a collection of applications for easy remote operation.

1.2 In this Document

This manual includes the following information:

Section 1: Preface

Chapter 2: Software Setup and Administration
MediaManager and WallManager can be configured to best suit your environment.

Chapter 3: Showing Media on the Display Wall
MediaManager allows you to specify and configure media to be shown on the display wall.

Chapter 4: Showing Media on the Display Wall
WallManager allows you to control the display wall remotely, and it allows you to create and schedule scenarios that include multiple windows.

Chapter 5: Remote Operation – Client PC
A variety of small applications are provided that extend remote operation functionality.

Chapter 6: Configuring Display Properties

1.3 Document Conventions

1. Fields, buttons, panel names, and other elements that you need to interact with onscreen are formatted *like this* in stepped procedures.
2. Screen elements in introductory paragraphs, descriptive text and notes are formatted the same as the surrounding text.
3. Text that must be entered as specified in the guide is bold. For example, in the Run dialog, type **D:\autorun\autorun.exe.**
4. Bold is also used for company contact information. For example, you can register your product on-line by visiting **www.christiedigital.com**.
5. An arrow ">" indicates movement through menu options. For example, *File > Save* indicates select *Save* from the *File* menu.
6. Operational states are CAPITALIZED. For example, turn device ON.
7. Listed items, where order is of no significance, are preceded by bullets.
8. Numbered items are to be performed in the order in which they appear.

1.4 Related Documents

All of the information included in the Setup chapter, the MediaManager chapter, and the WallManager chapter is also included in the on-line help.

The Hardware Manual includes information about the controller, the expansion chassis, the input modules, and system configurations.

The Installation Guide includes information required in the event that the controller software must be re-installed from scratch.

Section 2

Software Setup and Administration

The controller comes with MASTER*Suite* installed. The following sections deal with setting up security, additional users, and applications.

The following section includes:

- MediaManager Setup
- WallManager

Note: If for any reason you need to re-install the MASTER*Suite software, refer to Setup and Installation.*

2.1 MediaManager Setup

MediaManager allows you to show media on the display wall. Before you start setting up media windows on the display wall, consider completing the following tasks:

- Start MediaManager
- Configure Language
- Manage Channels
- Hotkey Configuration

Note: MASTER*Suite security is controlled in WallManager.*

Start MediaManager

Note: MediaManager can be setup by working directly on the controller or by working with MediaManager through WallManager. The following setup instructions assume that you are working directly on the controller.

Note: You must be logged into the controller with an administration level user account for MediaManager to function.

1. At the display wall, click the *Christie MediaManager* icon on the desktop or navigate through the display wall's Start menu, *Start>All Programs>Christie>*MASTER*Suite>Christie MediaManager*.

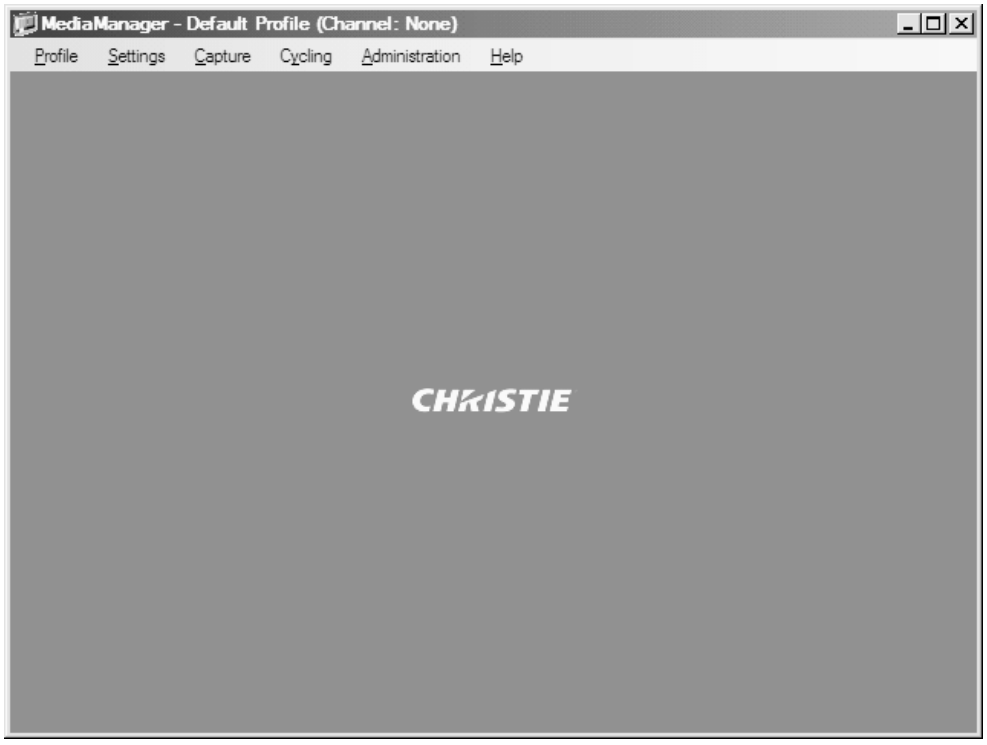


Figure 2-1

When you start MediaManager the default window appears. MediaManager is configured to display a blank MediaManager window. The default window can be changed for future start up by changing the default profile.

Note: Once you have set up channels and profiles in MediaManager, you can include MediaManager content in WallManager scenarios. Once a MediaManager window has been opened in WallManager, you can work with MediaManager remotely in much the same manner as you do when working directly on the controller.

Configure Language

You can configure MASTER*Suite* to use the supported language of your choice. Language configuration is effective as soon as you select the language.

Select the Language

1. In the *MediaManager* window, click *Administration>Languages*. Supported languages are listed in the submenu.

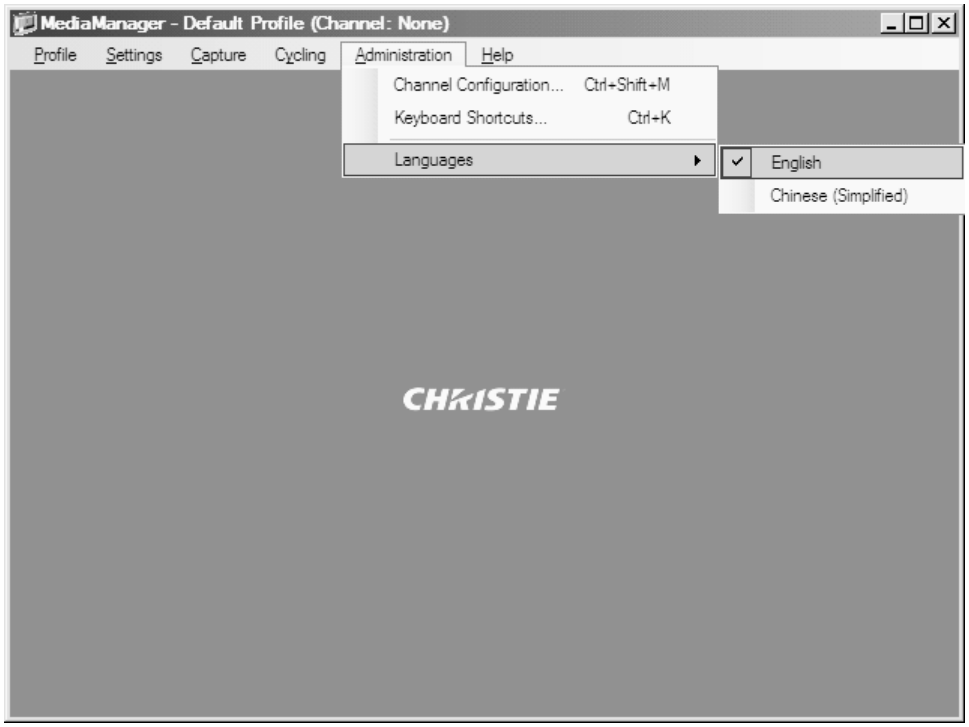


Figure 2-2

2. Select the desired language.

   All MediaManager dialogs and windows will be converted to the selected language when you make your selection.

Note: Text fields such as Name and Descriptions can be entered in any language regardless of the language selected for MASTER*Suite.*

Selected Language Not Installed

Language configuration in MASTER*Suite* assumes that the selected language pack has been installed on the system. If you select a language and the program ceases to display text in the MASTER*Suite* menus, you may be missing a language pack.

1. Access the windows operating system Help and Support application, by clicking *Start>Help* and *Support*.
2. Search for "language pack".
3. Select and follow the procedure titled "Change the language used for menus and dialog boxes".

Wrong Language Selected

Use the following procedure if you have configured MediaManager to use a language that you cannot read.

1. In the MediaManager window, click the fifth (5) menu in the menu bar.
2. On the fifth menu, click the third (3) item to expand the list of supported languages.
3. Select the desired language. English is the first option.

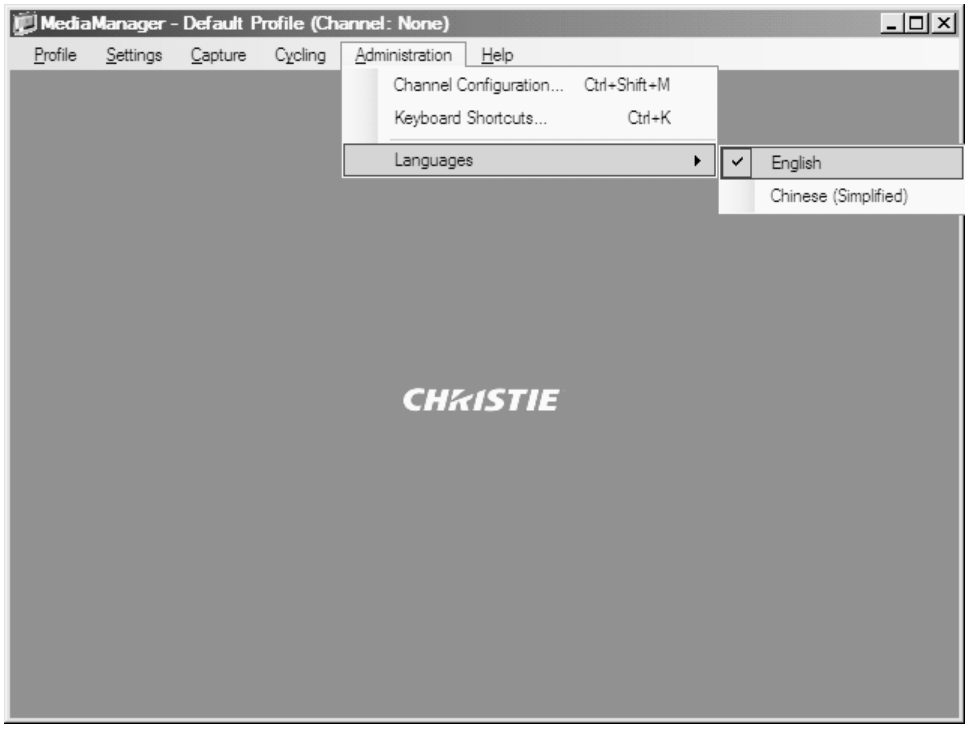


Figure 2-3

Manage Channels

MediaManager comes with a standard set of preconfigured input source channels. These default channels are created upon starting up the MediaManager software for the first time. They are based on the input modules detected in the system. You can rename channels to make the channel contents clearer to users. You can also modify properties, such as brightness. For detailed descriptions of the settings you can change, refer to Channel Properties Dialog on page 2-10.

This section includes the following:

- Rename Channels
- Create New Channel
- Edit Channel Properties
- Delete a Channel
- Restore Default Channels
- Select Device Dialog
- Channel Properties Dialog

Rename Channels

MediaManager channels are named for their respective input modules. Renaming channels makes it easier to identify the correct input source when you set up media windows on the display wall.

Important! Profiles refer to channel names. If you change a channel name after it has been included in a profile, you will have to modify the profile to refer to the new name.

1. In the MediaManager window, click *Administration>Channel Configuration...*. The *Channel Configuration* dialog appears.

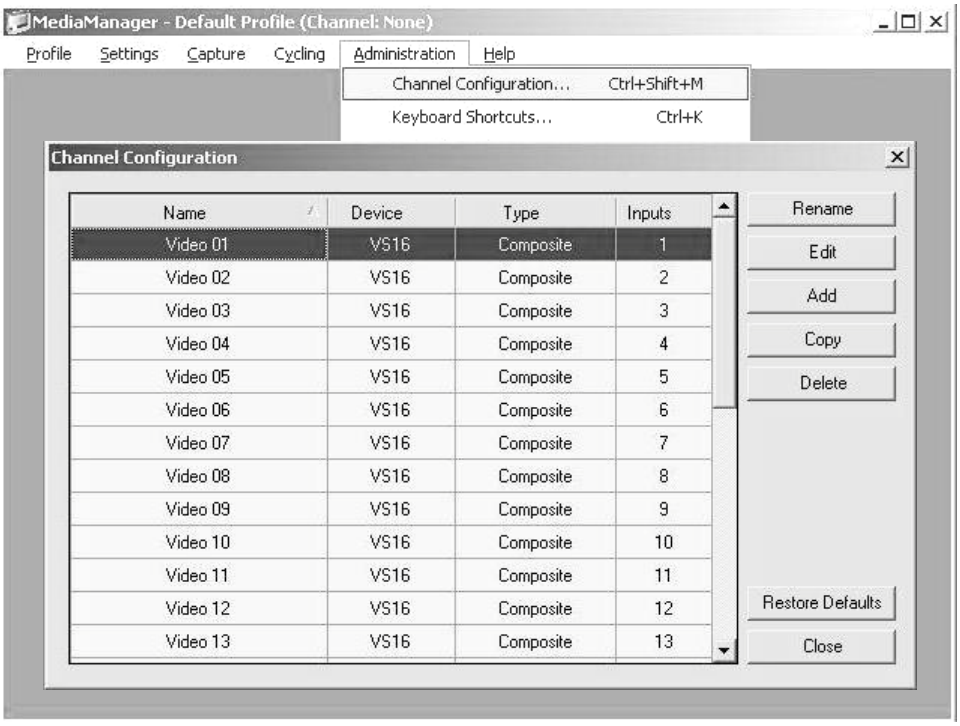


Figure 2-4

2. Select the channel you want to rename.
3. Click *Rename*. The *Name* cell for the selected channel is activated.
4. Modify the name and press *Enter*.

Create New Channel

1. In the MediaManager window, click *Administration>Channel Configuration…*. The *Channel Configuration* dialog appears.
2. Click *Add*. The *Select Device* dialog appears.

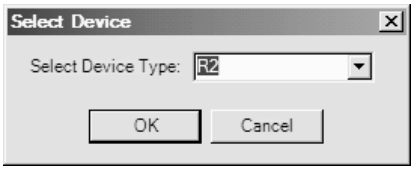


Figure 2-5

3. Select the appropriate device from the select device type list. For example, for a remote desktop channel pick *RemoteDesktop*.
4. Click *OK*. The new channel is added to the list.
5. With the new channel selected click *Edit*. The *Channel Properties* dialog for the specified device type appears. See Channel Properties Dialog on page 2-10.
6. Change the channel settings until you are satisfied with the effect and click *Save*.

Note: You can also create a new channel by selecting an existing channel and clicking Copy.

Edit Channel Properties

1. In the *Channel Configuration* dialog, select the channel you want to change, and click *Edit*.
2. Adjust the channel properties. Refer to Channel Properties Dialog on page 2-10.
3. Click *Save*.

Note: The channel must be open before you can edit the image adjustment options found in Channel Properties, otherwise they will be grayed out.

Delete a Channel

1. In the *Channel Configuration* dialog, select the channel you want to delete, and click *Delete*.
2. Click *Yes* to confirm.

Restore Default Channels

Restores all channels to their default settings.

Notes: 1) You cannot restore a single default channel. 2) The action of restoring default channels is final – you cannot regain the channels once they are deleted.

1. In the MediaManager window click *Administration>Channel Configuration*…. The *Channel Configuration* dialog appears.
2. In the *Channel Configuration* dialog, click *Restore Defaults*.
3. Click *Yes* to confirm the deletion of existing information and the restoration of the channel defaults.

Select Device Dialog

Select Device Type

The device type identifies the channel's input module from which the MediaManager window will receive its signal. Devices are:

- VS16 – select this device type when you want to display the video sources connected to a VS16 module. These devices support only one active video per display device.
- V16A – select this device when you want to display the video sources connected to the V16A module. This module supports multiple videos per display device.
- V4 – select this device when you want to display video sources connected to the V4 module. This device supports only one active video per display device.
- V9 module – select this device type when you want to display the video sources connected to the V9 module. This device supports multiple videos per display device.
- D2R2 – select this device type when you want to display an analog or digital RGB source connected to any D2R2 module.
- R2 – select this device type when you want to display an RGB source connected to any R2 module.
- RemoteDesktop – select this device when you want to display the desktop of some other computer on the network other than the controller.

  Note: RDClient must be installed on the other PC for the remote desktop feature to work.

Channel Properties Dialog

The *Channel Properties* dialog allows you to review and modify the properties associated with a channel.

The options available from the *Channel Properties* dialog depend on whether the signal source is from a video, an RGB device or a RemoteDesktop.

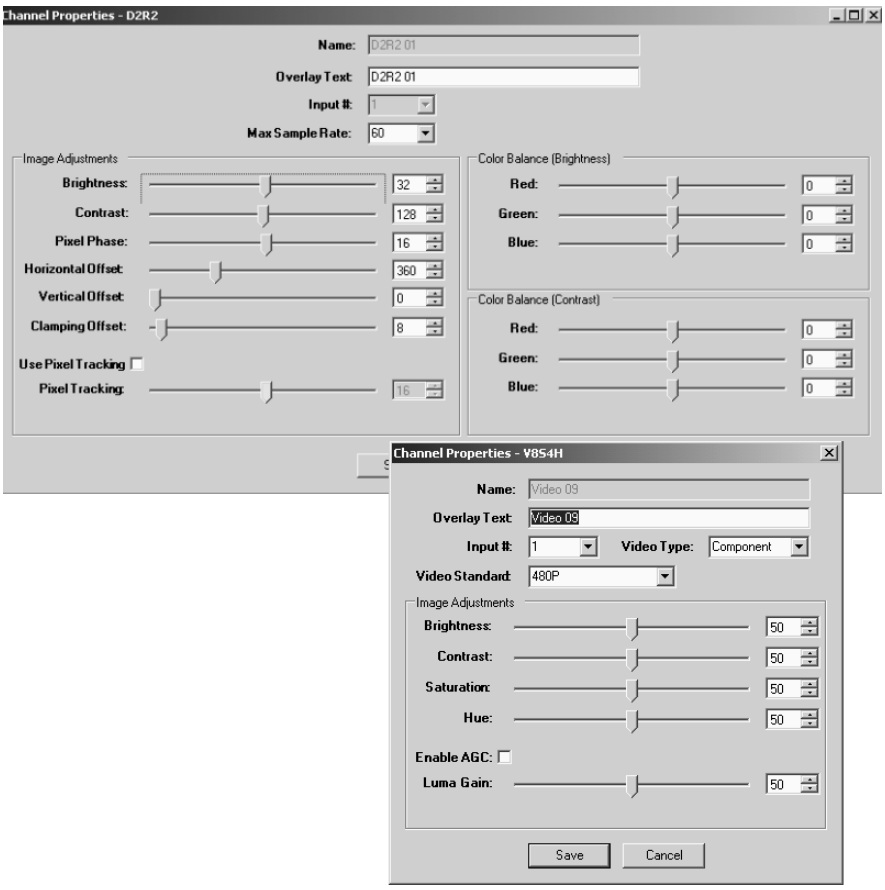


Figure 2-6

Name (All)

The default name for a channel is based on the channel's device type, for example *RGB 0*3. You can rename channels so that users can identify the contents from the name, but if you have already created profiles that refer to the old name, those profiles will need to be updated. Profile references to names that no longer exist will result in a "Channel: None Selected" message in the MediaManager window.

Overlay Text (All)

The default overlay text reflects the default channel name. You can change it to identify the channel's source. For example, "Back door".

Input # (RGB, Video)

The *Input #* specifies which input port on the device to use. When you try to open a window to an input that is already being used, the window will display a "device in use" image in the MediaManager window.

The range of Input #'s available depends on the number of modules installed on the specified device type.

Note: V9 modules R2 and D2R2 modules cannot have multiple windows displaying the same input channel.

Video Type (Video)

Specify the type of video signal that should be displayed by selecting one of the following video types:

- Composite A Video – 1 BNC connector (default)
- Composite B Video – 1 BNC connector, second input for V9 module
- S-Video – 2 BNC connectors

Video Standard (Video)

Select the proper video standard from the *Video Standard* drop-down menu. This specifies which video standard the signal has been encoded in.

Host Name/IP (RemoteDesktop)

Host Name/IP specifies the IP address or full name of the remote computer.

Port (RemoteDesktop)

Port specifies the port number of the remote computer.

Maximum Sample Rate (RGB, RemoteDesktop)

The *Maximum Sample Rate* specifies how quickly the window will update (refresh) in frames per second. The maximum attainable refresh rate is dependent on how much bandwidth is available on the PCI bus. Setting a high sample rate will reduce bandwidth availability for other applications and other RGB windows and possibly cause irregular updates when one or more windows are open.

If you notice irregular updates or ghosting, decrease the *Maximum Sample Rate* value until the updates occur more smoothly.

Password (RemoteDesktop)

A password is only required to connect to a remote desktop if authentication has been enabled (with a password) in the RDClient application on the remote desktop. Specify the password that was set up on the remote desktop's RDClient.

If a password is not provided when the channel is set up and authentication is enabled, you will be prompted for the password when the channel is selected for display.

Image Adjustments (RGB, Video)

The bottom half of the *Channel Properties* window is dedicated to image adjustment settings. The options that appear in this section will change depending on whether you are working with Video or RGB signals. Most options have an adjustable slide bar. Moving it toward the right increases the value of the setting and moving to the left decreases it. The exact value appears to the right of the slide bar.

Brightness (RGB, Video)

Adjust the slide bar until the desired image brightness is achieved. A high brightness setting could turn the black areas of an image to dark gray. This could create an overall “washed-out” appearance of the image. If the brightness setting is set too low, the dark areas of an image will appear black (“crushed”).

Contrast (RGB, Video)

Adjust the slide bar until the desired image contrast is achieved. A high contrast setting can cause the light areas of the image to appear white and distorted. If the contrast setting is too low, the image could appear dim.

Brightness Color Balancing (RGB)

Adjust the slide bar until the desired color balance is achieved for brightness. This adjustment is made separately for each color channel.

Contrast Color Balancing (RGB)

Adjust the slide bar until the desired color balance is achieved for contrast. This adjustment is made separately for each color channel.

Saturation (Video)

Adjust the slide bar until the desired color saturation is achieved.

Hue (Video)

Adjust the slide bar until the image displays the desired tint or shade of color. Applies only to NTSC video output.

Enable AGC (Video)

Enable AGC to activate the "automatic gain control" circuit to ensure properly bright images. AGC affects decoded video image only. Disable this option if a decoded video image exhibits strange color artifacts such as stripes in highly saturated colors. This may indicate an incompatibility between the sources and the AGC.

Luma Gain (Video)

Adjust the slide bar to change the brightness of video sources that display incorrectly saturated colors.

Pixel Tracking (RGB)

Adjust the slide bar to increase or decrease the frequency of the pixel sampling clock to correct the consistency of the image.

Pixel Phase (RGB)

Adjust the slide bar so that any shimmer that may be evident in the displayed image disappears and the image remains stable.

Horizontal Offset (RGB)

Adjust the slide bar to shift the image from left to right.

Vertical Offset (RGB)

Adjust the slide bar to shift the image up or down.

Clamping Offset (RGB)

Adjust the slide bar when the image displays strong horizontal streaks or appears dim. In these cases, the clamp position requires adjustment to match the frequency of the incoming signal.

Hotkey Configuration

Many common tasks in MediaManager have been assigned hotkeys. For example, you can create a new profile by pressing Ctrl + N. You can customize the hotkey assignments.

Review Current Hotkey Configuration

1. To review the current hotkey configuration, click *Administration>Keyboard Shortcuts…*. The *Keyboard Shortcuts* dialog appears.

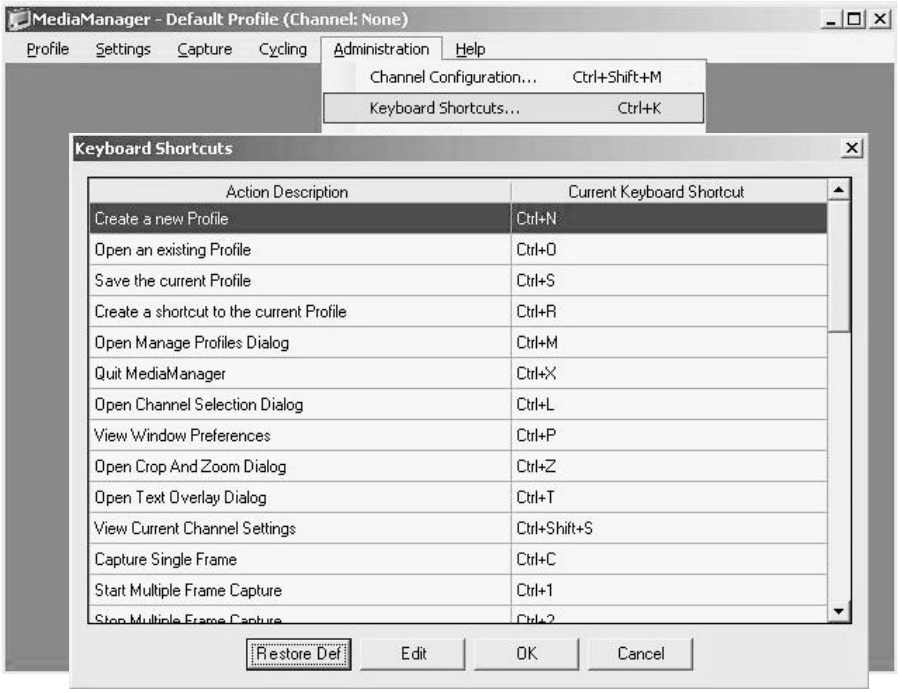


Figure 2-7

2. Scroll down to see the complete list.

Customize a Hotkey Assignment

1. On the *Keyboard Shortcuts* dialog highlight a task in the window and click *Edit*. The *Assign Hotkey* dialog box appears.

Figure 2-8

2. Type a hotkey combination in the *Enter New Keyboard Shortcut* field and click *OK*.

Notes: 1) You cannot assign the same hotkey to more than one task. 2) The ALT key is not available for MediaManager shortcuts. 3) Some hotkeys are reserved for Microsoft Windows tasks and cannot be used on another task.

Restore Default Keyboard Shortcuts

1. On the *Keyboard Shortcuts* dialog click *Restore Defaults*.
2. Confirm the restoration of all the default shortcuts.

2.2 WallManager Setup

WallManager is pre-installed and pre-configured on the controller with security disabled. You can enable security and control access to functions, such as adding users and registering applications.

When you enable security, you will be prompted to create a Level 1 user (administrator). Only Level 1 users can disable security.

This section includes the following:

- Initializing WallManager
- Start WallManager
- Review WallManager Status
- Enable WallManager Security
- Manage Users
- Disable WallManager Security
- Register Applications in WallManager
- Set WallView Preferences
- Projector Control
- Device Control
- Firewall Setup for Interactive Mode

Initializing WallManager

The first time you start WallManager on a client PC, you will be prompted to select the language WallManager will use for dialogs and messages.

Language Selection

Each user accessing WallManager from their own PC can work with their preferred language.

1. Start your internet browser.
2. Enter the name of your controller, for example **http://controller**,and press *Enter*. WallManager opens at the *Language Selection* window.

Figure 2-9

3. Select the language you want to use with WallManager.
4. To make the language selection permanent, check the Remember Language check box.

Note: Cookies must be enabled for WallManager to remember your language selection. You can change the language at any time on the Administration tab.

5. Click *Select* or press *Enter*. WallManager opens at the *WallView* tab.

Note: Depending on your browser setup you may see security warnings during the initialization of WallManager. Click OK or Accept as required to continue. Do not use the Save to Disk options for later installation. In addition, you may also see a message to activate controls. Follow the instructions on screen to continue.

Installing QuickLaunch

QuickLaunch can be installed on client workstations for quick and easy access to WallManager, RemoteControl, and WallManager scenarios.

Figure 2-10

To install QuickLaunch on a client workstation, you will need to access WallManager through a browser.

1. If WallManager is not already started, start your internet browser.
2. Enter the name of your controller, for example **http://controller** and press *Enter*. WallManager opens at the *WallView* tab.

Note: If you see the Language Selection screen, refer to Language Selection on page 2-17.

3. When WallManager has loaded. Click the *Administration* tab. The *Administration Status* window appears.

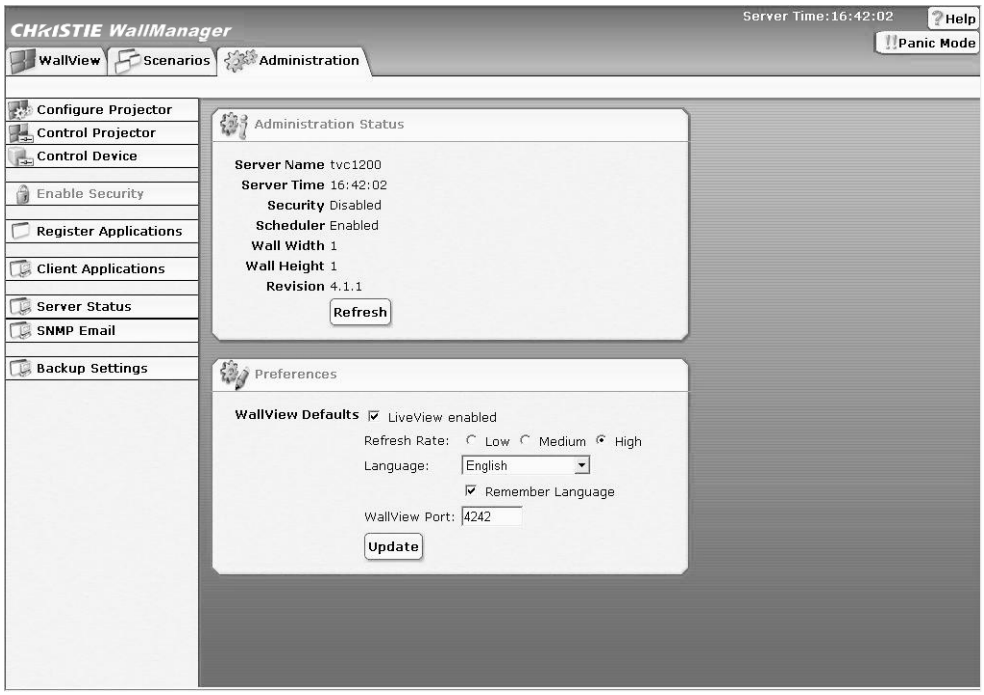


Figure 2-11

4. Click *Client Applications* on the navigation panel to the left. The *Client Application* window appears.

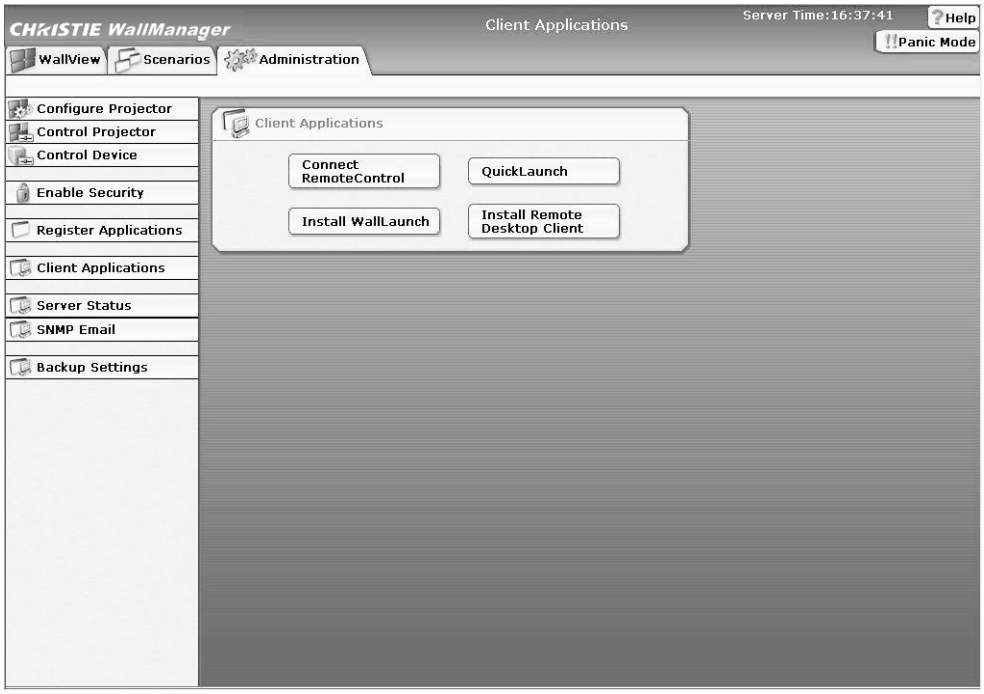


Figure 2-12

5. To install *QuickLaunch*, click *QuickLaunch*.
6. The *QuickLaunch* appears on your desktop and the QuickLaunch - C*reate Shortcut(s)* dialog appears.

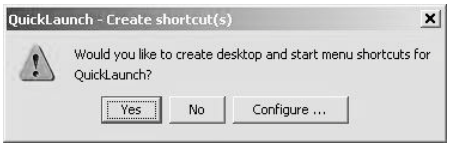

QuickLaunch - Create shortcut(s)
Would you like to create desktop and start menu shortcuts for QuickLaunch?
Yes
No
Configure ...

Figure 2-13

7. Click *Yes* to install the QuickLaunch shortcut on your desktop. The shortcut allows you to start QuickLaunch locally.

Notes: 1) If you click No, you can still access QuickLaunch from the Client Applications window in WallManager using this same procedure. 2) If security is enabled, you will be prompted to log in to QuickLaunch.

Configure QuickLaunch

You can configure QuickLaunch to include the scenarios you access most often.

1. Right-click on QuickLaunch and select *Configure*. The *QuickLaunch Configuration* dialog appears.

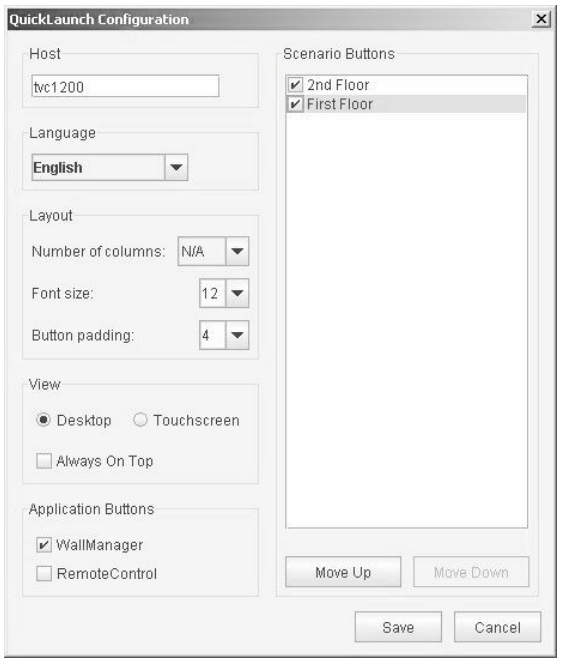


Figure 2-14

2. Specify how you want QuickLaunch to look.
3. Check the items you want to appear on QuickLaunch.

Notes: 1) The scenario list is retrieved automatically from the controller when you open QuickLaunch. 2) The Touchscreen option in the View panel makes the buttons larger so they are easier to work with on a touchscreen.

4. Click *Save*.

Note: The Host field allows you to change your server if you have more than one controller set up.

Start WallManager

WallManager can be run on the controller or on a client workstation.

- To start WallManager on the controller, click on the *Christie WallManager* shortcut from the desktop.
- To start WallManager on a client workstation, click *WallManager* from the *QuickLaunch* bar. See Installing QuickLaunch on page 2-18.

Note: If WallManager security is enabled, you will need to login with a valid user ID and password.

Review WallManager Status

You can review status information for WallManager from the *Administration* tab. The *Administration Status* panel identifies the server and wall configuration. It also indicates whether security and scheduling are enabled or disabled. For information about enabling and disabling security, see Enable WallManager Security on page 2-21. Scheduling can only be disabled by entering PANIC mode. For more information, see PANIC Mode on page 4-32.

Enable WallManager Security

Note: If you do not want to enable security, you can skip directly to Register Applications in WallManager on page 2-35.

Security allows you to determine who can access WallManager and what functionality they will have access to. The flexible permissions system allows you to determine what functionality is available to each group and to specify what can be done by individual users in a group.

The first time you enable security, you are prompted to create a Level 1 user. Level 1 users have access to all WallManager functions. Only a Level 1 user can turn security ON and OFF.

1. Click on the *Administration* tab; the *Administration Status* window appears with the navigation panel at the left.

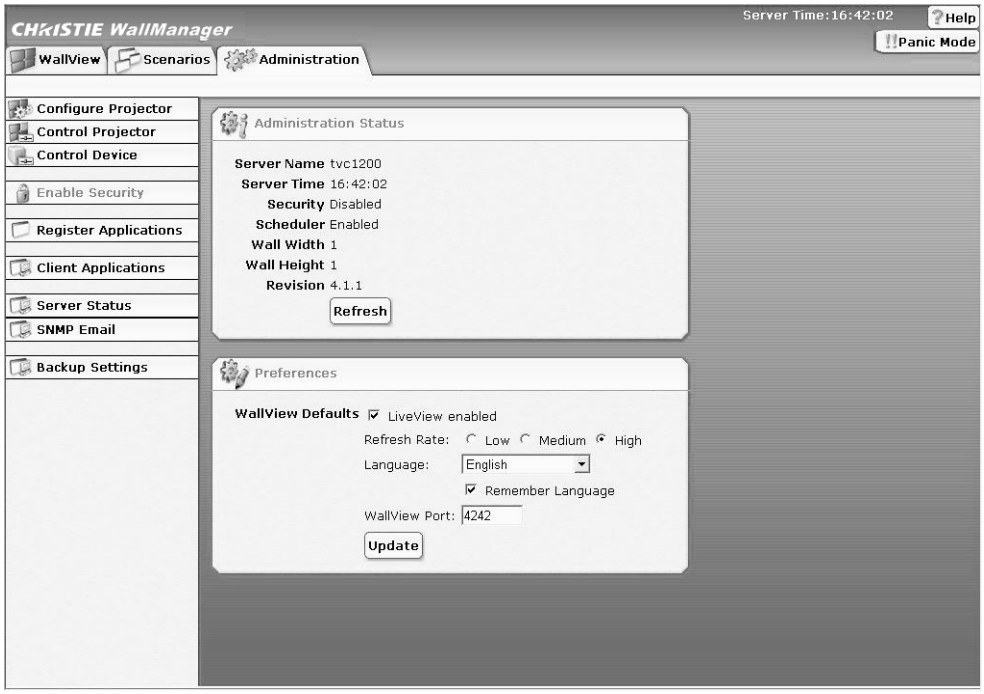


Figure 2-15

2. From the navigation panel, select *Enable Security*. You will be asked to confirm that you want to enable security.

3. Click *OK*. The *Enable Security - Create Level 1 User* window appears.

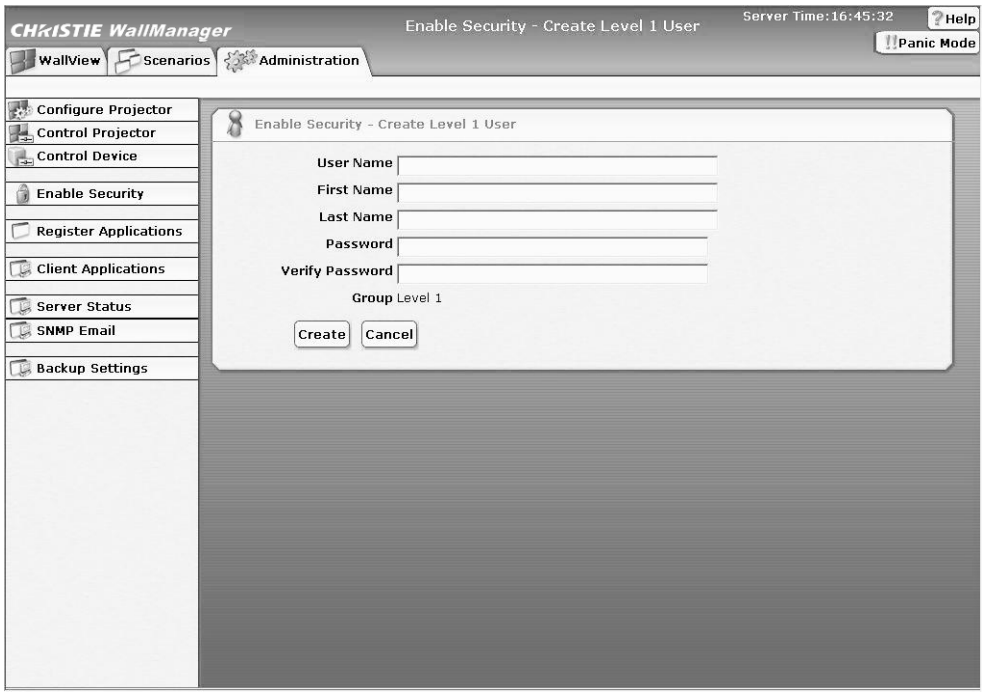


Figure 2-16

4. You can optionally identify the first and last name of the user who will use the account.
5. Identify a Level 1 username and password. Level 1 is the highest security level. It includes all WallManager functionality.

6. Click *Create* to create the user account. The system automatically takes you to the *WallManager* login window.

Figure 2-17

7. Login using the new user ID and password to continue with setup tasks.

Manage Users

WallManager Users can only be added or edited when WallManager security has been enabled. You will need to sign in with an account that has User Maintenance permissions.

This section includes the following:

- Edit User Groups Permissions
- Add a WallManager User
- Edit User Permissions
- Delete a User
- Edit User Window

Edit User Groups Permissions

When you turn security ON, you will need to create user accounts for people who will have access to MASTER*Suite*. During creation, each user is assigned to a User Group that determines the default set of functions and applications the user will have access to. You can edit each user to add or remove specific permissions once they have been created.

WallManager security allows you to set up four user groups. WallManager is shipped with permissions to WallManager functions disabled for all groups except for Level 1. Level 1 users always have access to all WallManager functionality. Only a Level 1 user can turn security ON and OFF.

Permissions for applications are initially disabled for all groups.

To edit User Group Permissions:

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.

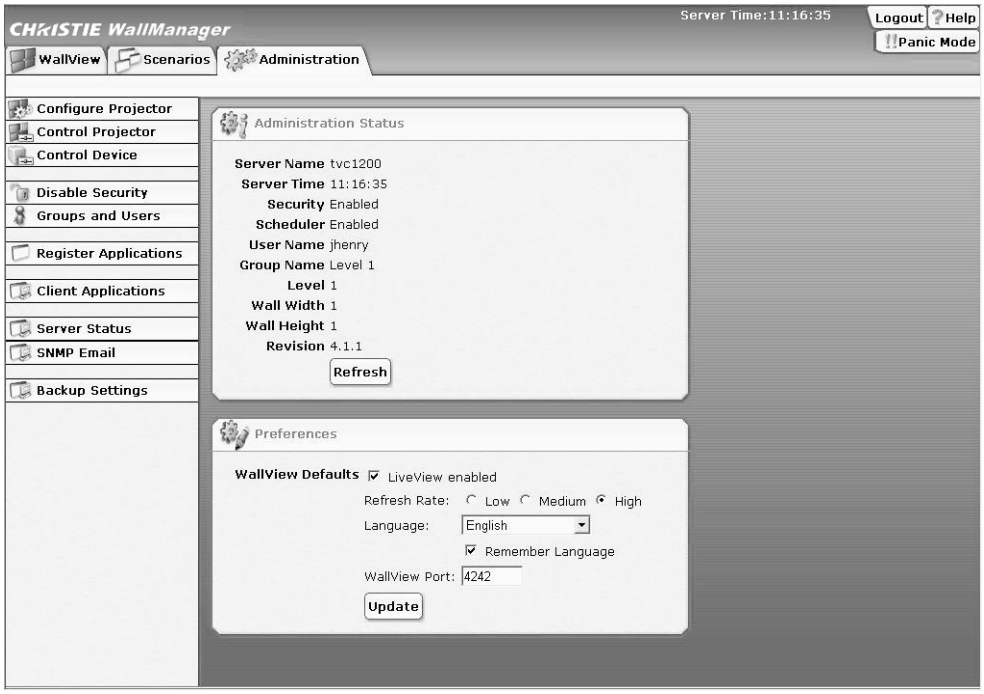


Figure 2-18

2. Click the *Groups and Users* option in the navigation panel at the left. The *Groups and Users* window appears.

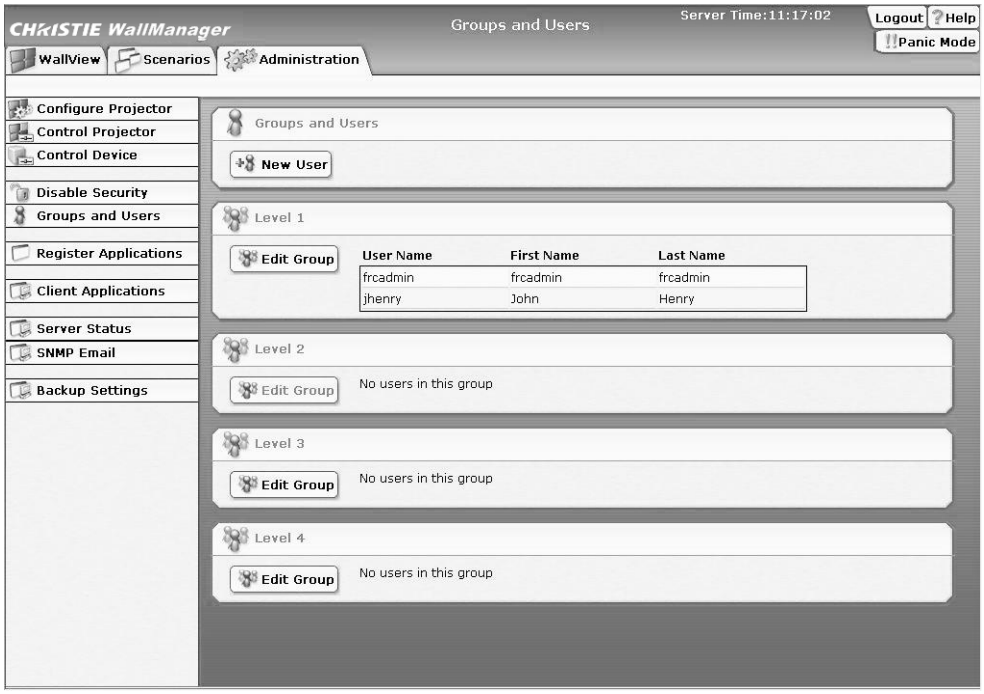


Figure 2-19

Note: If security is enabled and you do not see the Groups and Users option in the security section of the navigation panel, then you do not have User Maintenance permissions.

3. Click the *Edit Group* button for the group you want to edit. The *Edit Group* window appears for the selected level. Refer to Figure 2-20.

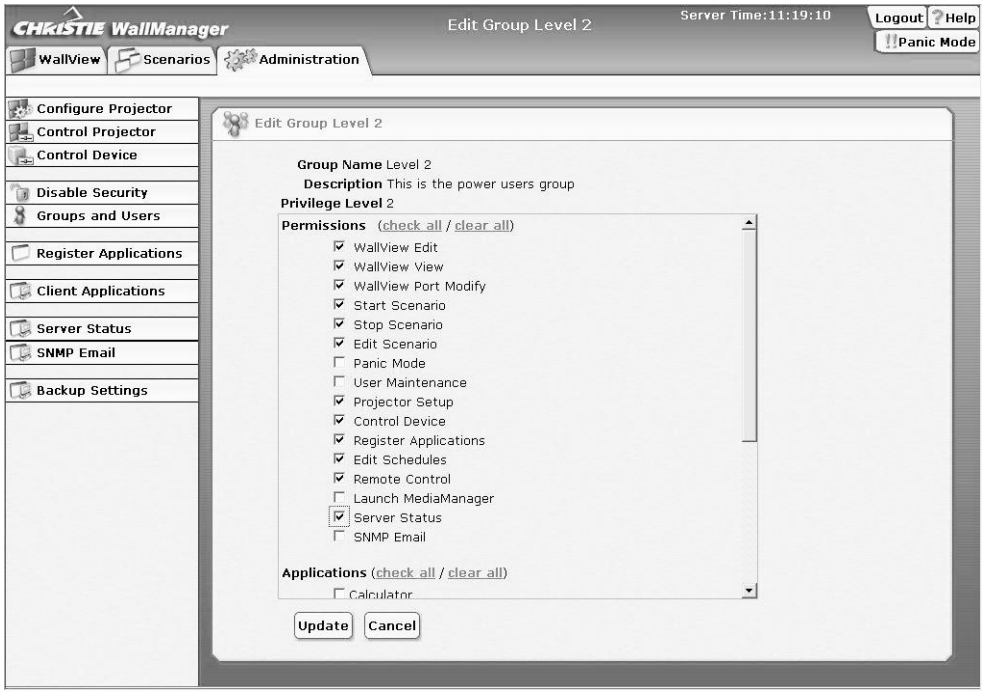


Figure 2-20

Note: For information about Permissions options, see Permissions on page 2-33.

4. Check the functions and applications that you want the users in this group to have access to and click *Update*. The *Groups and Users* window appears.
5. Repeat this process for all the groups you want to use.

Add a WallManager User

To add a user login with an account that has User Maintenance permission.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.

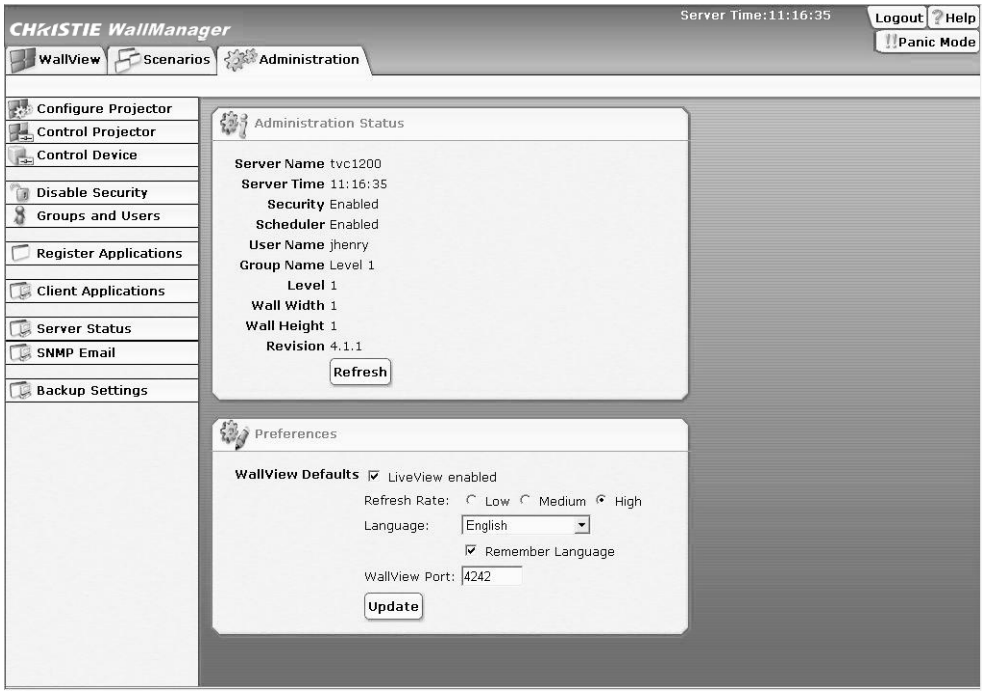


Figure 2-21

2. Click the *Groups and Users* option in the navigation panel at the left. The *Groups and Users* window appears.

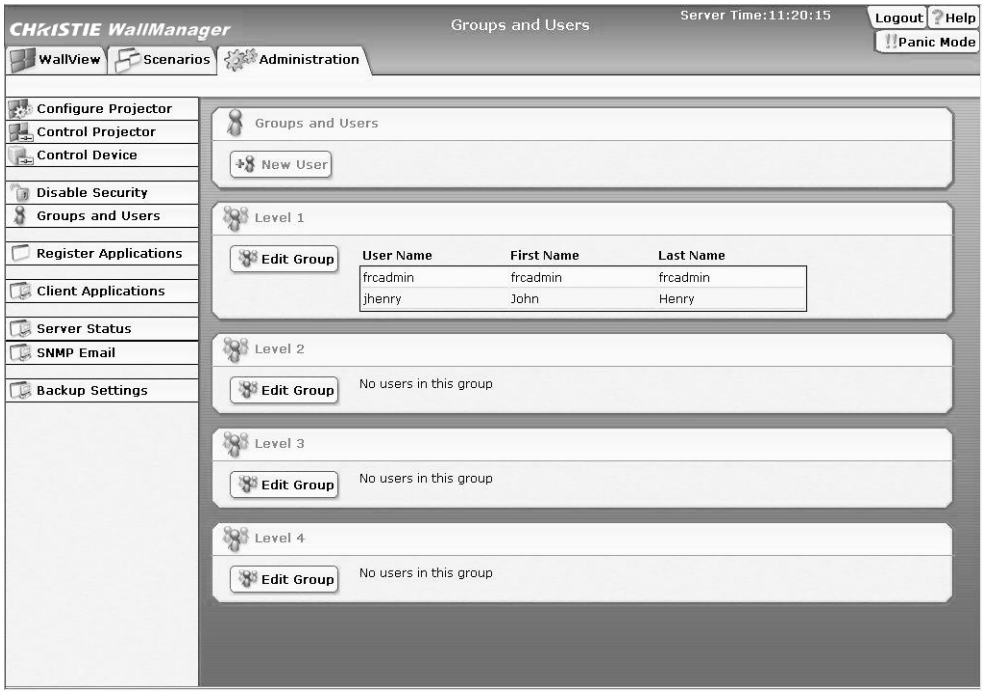


Figure 2-22

Note: If security is enabled and you do not see the Groups and Users option in the security section of the navigation panel, then you do not have User Maintenance permissions.

3. Click *New User* and the *Create User* window appears.

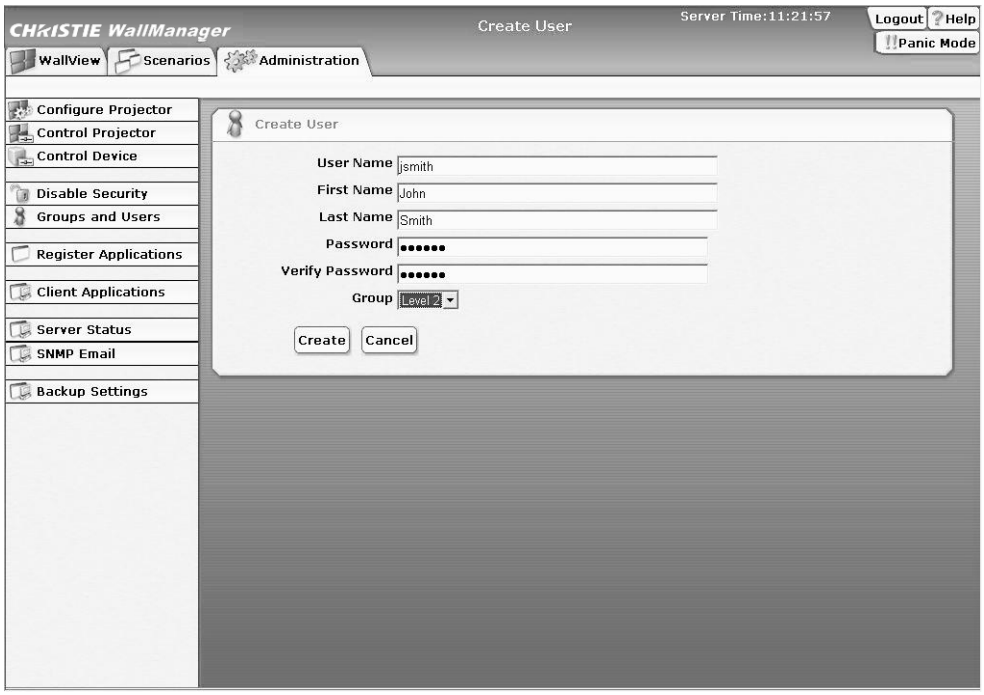


Figure 2-23

4. Identify the user who will use WallManager and give the user an account username and password.
5. Select a group to which the user will belong. The group selected determines the default permissions that will be set for the user. For information about group permissions, see Edit User Groups Permissions on page 2-25.
6. Click *Create* to create the user account.

Edit User Permissions

To edit a user account login with an account that has User Maintenance permissions.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears. See Figure 2-21.
2. Click the *Groups and Users* option in the navigation panel at the left. The *Groups and Users* window appears. See Figure 2-22.

3. Click the user account you wish to modify. The *Edit User* <account name> window appears.

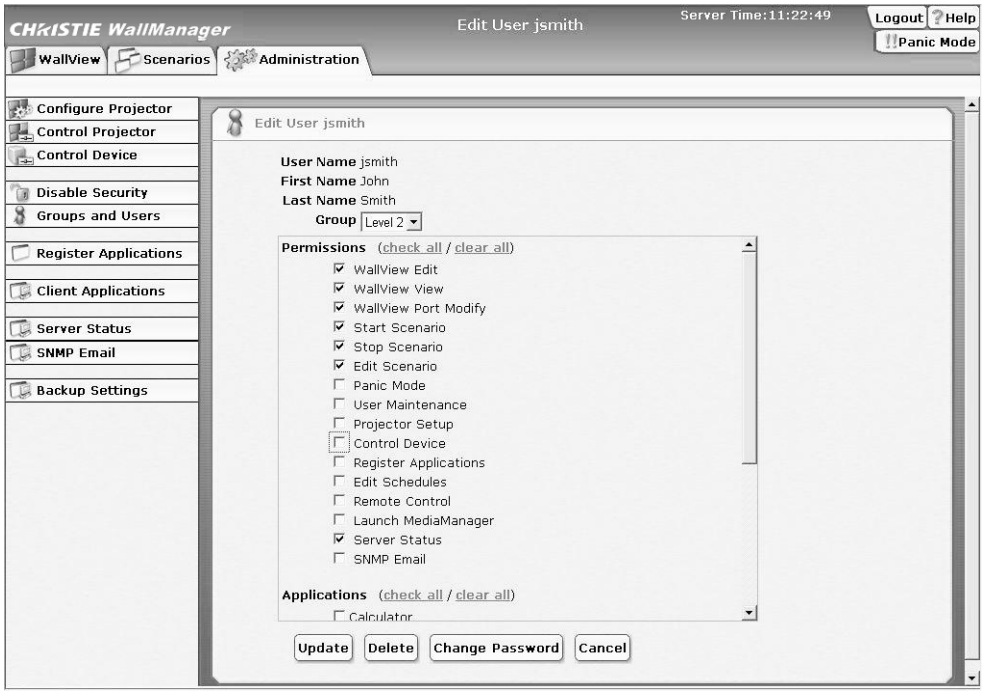


Figure 2-24

Note: User permissions are initially set to the group defaults. To edit the defaults for a user group, click the appropriate Edit Group button instead of clicking a user.

4. Modify the user's permissions and click *Update*. For information about the permissions see Permissions on page 2-33.

Note: Any changes made to other user accounts will take effect the next time the user starts WallManager. Changes to the current account take affect when Update is selected.

Delete a User

You will need to log in with an account that has User Maintenance permissions.

Note: You cannot delete the last Level 1 user in the system.

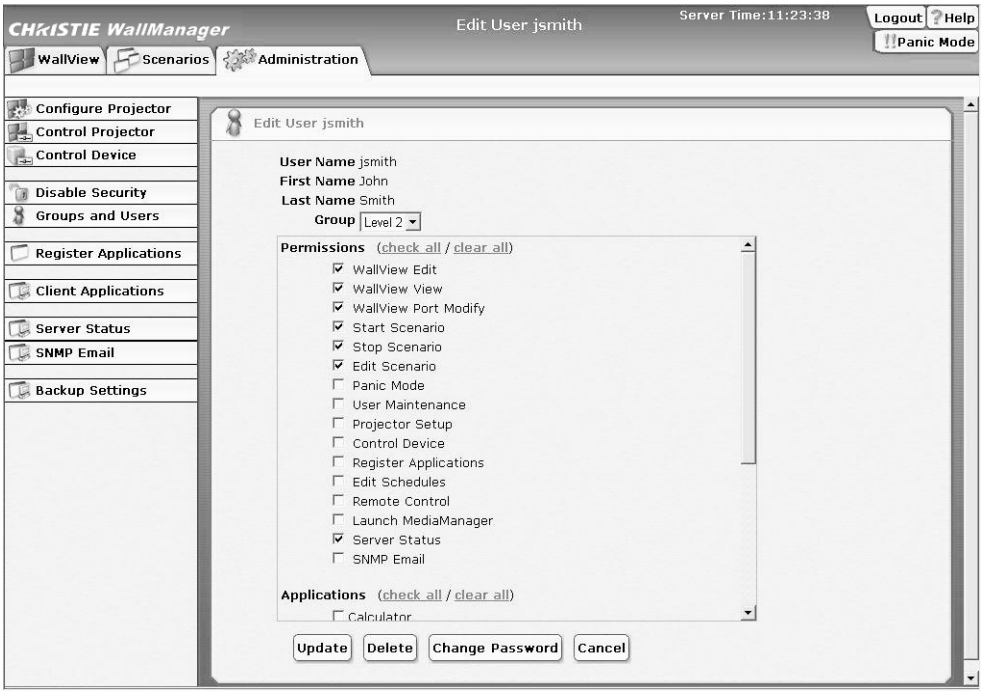


Figure 2-25

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears. See Figure 2-21.
2. Click the *Groups and Users* option in the navigation panel at the left. The *Groups and Users* window appears. See Figure 2-22.
3. Click the user account you wish to delete. The *Edit User* window appears.
4. Click on the *Delete* button and then click *OK.*

Edit User Window

Use this window to manage a user's account and set permissions when security is enabled. The user is automatically granted the permissions that are defined for the security level assigned to the account. Use these options to override the default settings.

User Name

Identifies the account being modified.

First Name

Identifies the first name of the person the account belongs to.

Last Name

Identifies the last name of the person the account belongs to.

Group

Identifies the security level of the account.

Permissions

Use these options to specify what the user can do in WallManager. New users are automatically granted the permissions assigned to their security group.

- WallView Edit – Check this option to allow users to change the contents of the display wall through WallView. WallView Edit permissions are required in order to use WallView in interactive mode.
- WallView View – Check this option to allow users to see the contents of the display wall in WallView.
- WallView Port Modify – Check this option to allow administrators to change the port WallView uses to communicate with the server. This setting should only be made available to system administrators.
- Start Scenario – Check this option to allow users to start scenarios.
- Stop Scenario – Check this option to allow users to stop scenarios.
- Edit Scenario – Check this option to allow users to create and change scenarios.
- Panic Mode – Check this option to allow users to initiate "panic mode", which shuts down the scheduler.

- User Maintenance – Check this option to allow users to add/delete users or change existing permissions for any user.
- Projector Setup – Check this option to allow users to execute projector functions available through WallManager.
- Control Device – Check this option to allow users to set up additional device tasks that can be run in a scenario.
- Registered Applications – Check this to allow users to edit the list of registered applications and application properties.
- Edit Schedules – Check this option to allow users to edit scheduling information for scenarios.
- RemoteControl – Check this option to allow users to access the wall using the RemoteControl application.
- Launch MediaManager – Check this option to allow users to start MediaManager on the wall.

Applications

Use these options to specify which applications the user can run on the display wall. Only applications registered for use on the display wall appear in the list.

Change Password

Use this option to set or reset the current user's password.

Update Button

Click this button to save the changes.

Disable WallManager Security

Only a user with Level 1 security access can disable WallManager security.

Note: Disabling security does not delete the users and user information. If you enable security again, user information becomes active.

1. Click on the *Administration* tab; the *Administration Status* window appears.

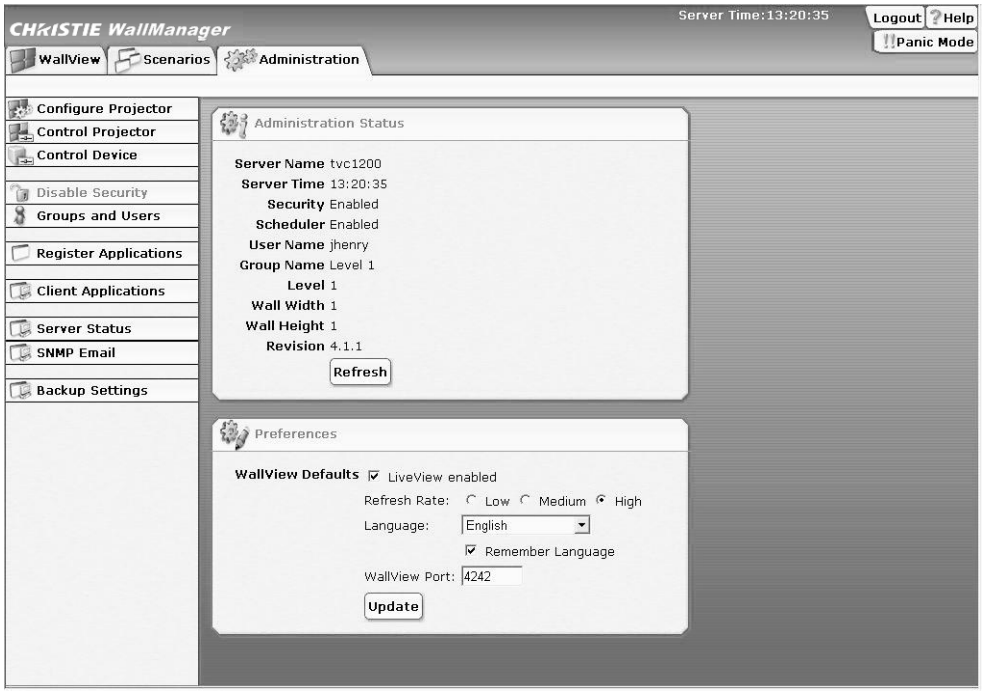


Figure 2-26

2. In the navigation panel at the left, select *Disable Security*. This option is available only when security is enabled.
3. Click *OK* to confirm that you want to disable security.

Register Applications in WallManager

WallManager allows you to start applications on the display wall along with MediaManager windows. Initially, WallManager will scan the Controller's Start Menu programs list to identify applications that can be run. It is strongly recommended that you review the preliminary list and remove applications that are not suitable for wall display from the list of registered applications.

If you have enabled security, you will need to sign on with an account that has Registered Application permissions.

- Edit the List of Registered Applications
- Change Application Properties
- Register an Application
- Application Properties Dialog

Edit the List of Registered Applications

1. In WallManager, click the *Administration* tab. The *Administration Status* window appears.

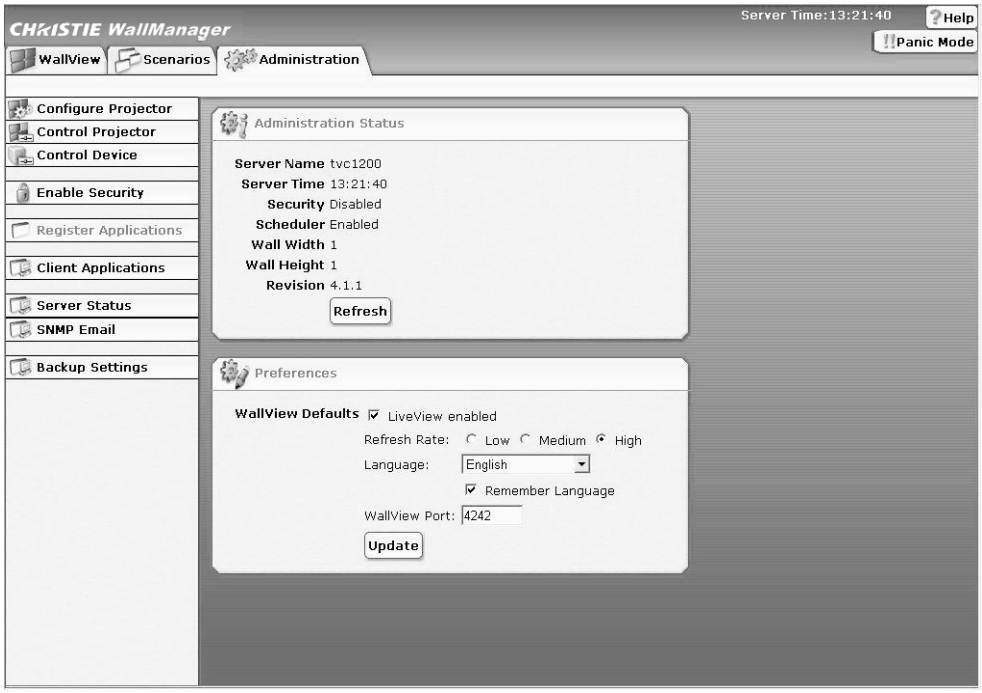


Figure 2-27

2. From the navigation panel on the left, select *Register Applications*. The *Register Applications* window appears.

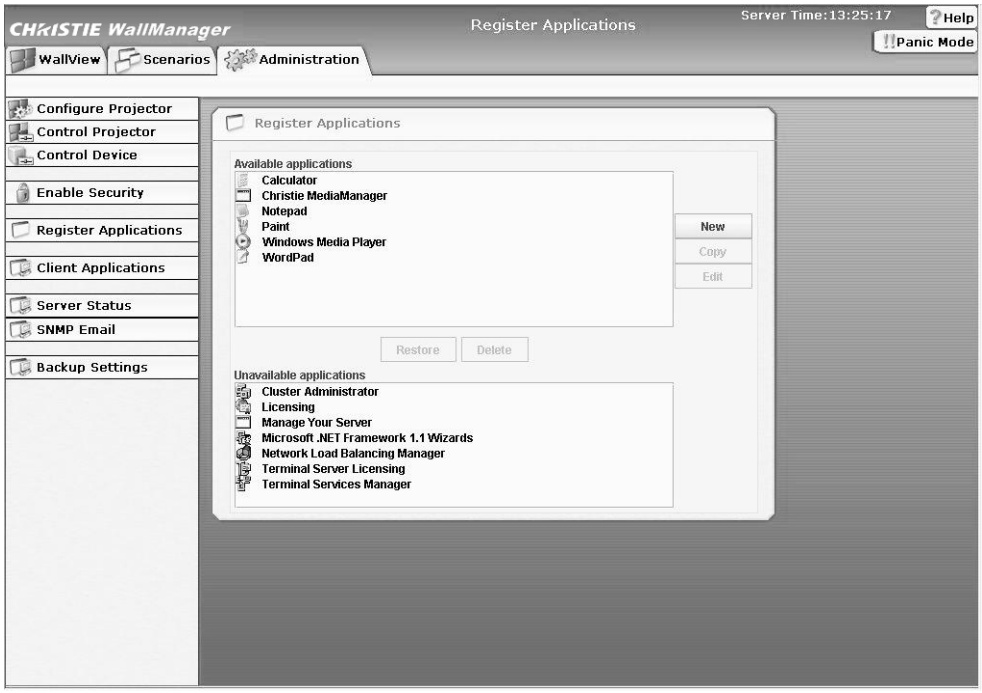


Figure 2-28

3. To remove an application from the list of available applications select the application and click *Delete*. The application moves to the Deleted Applications list and is not available for inclusion in scenarios.

Note: The application is not deleted from the controller. It is only removed from the list of applications available to WallManager.

4. To make a deleted application available for inclusion in scenarios, select the application in the deleted applications list and click *Restore*.

Change Application Properties

1. In the *Register Applications* window select the application you want to change.
2. Click *Edit*. The *Application Properties* dialog appears showing the current settings.

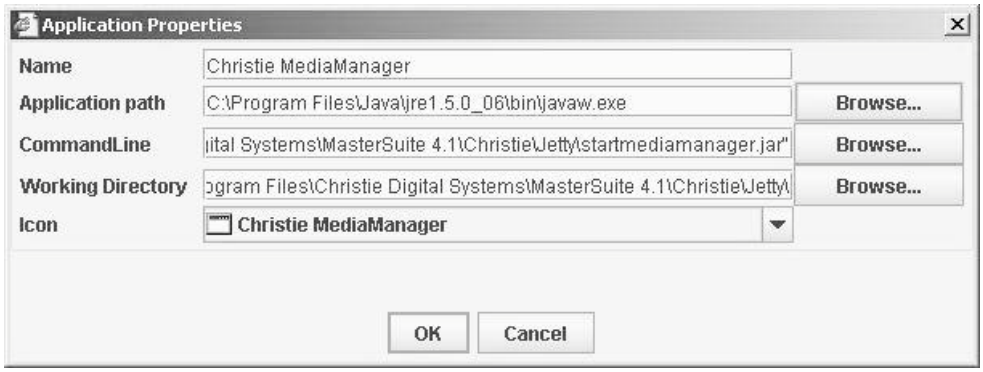


Figure 2-29

3. Change the information as required and click *OK* to save the changes. For more information, see Application Properties Dialog on page 2-39.

Register an Application

The application paths returned by WallManager's browse feature are local to the computer that WallManager is running on. If possible, new applications should be registered on the controller rather than on a remote PC.

1. In the *Registered Applications* window, click *New*. A blank *Application Properties* dialog appears.

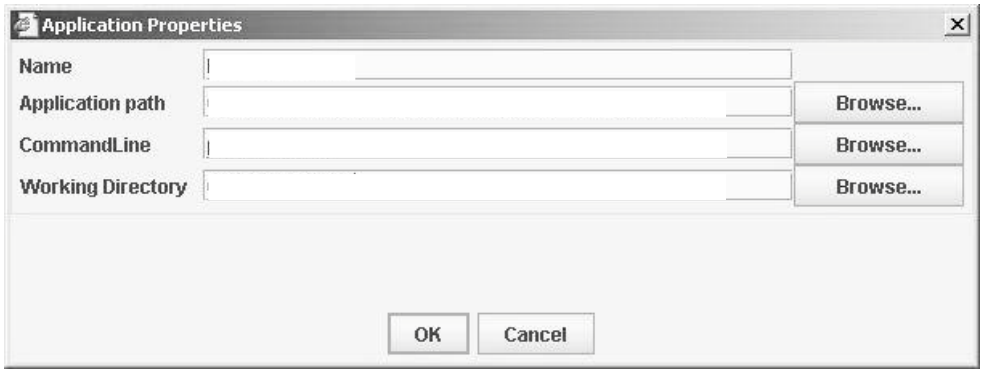


Figure 2-30

2. Browse to find the application you want to register for use on the display wall.
3. Adjust the information as required and click *OK*.

Application Properties Dialog

This dialog allows you to specify files and switches required to run the applications on the display wall.

Name

Name identifies the application.

Application Path

Identifies the location of the application on the controller, for example C:\Program Files\Adobe\Acrobat\Acrobat.exe.

Command Line

Identify switches (for example, /s with .ppt files), start up files (for example, initialization, configuration, images, etc.), and data files (for example, .PDF, .xls, etc) required to run the application the way you want.

Working Directory

The default working directory is the application directory. The working directory will update automatically if a data file in a different folder is specified in the Command Line field.

Icon

Lists the icons embedded in the application. If more than one icon is embedded you can choose which one to display in the list of applications in the Scenario Editor.

Set WallView Preferences

WallView is set up to open windows with LiveView disabled. You can change this behavior in the *Preferences* section of the *Administration* tab.

1. To ensure windows in WallView are opened with LiveView enabled, click on the *Administration* tab. The *Administration Status* window appears.

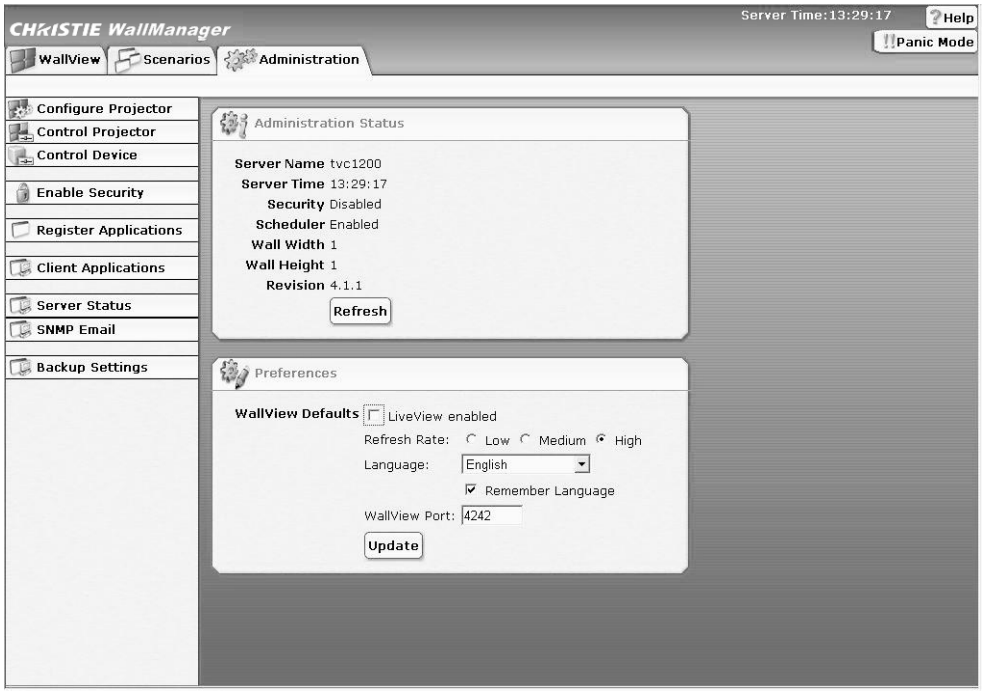


Figure 2-31

2. In the *Preferences* panel, check the *WallView Defaults>LiveView Enabled* checkbox and click *Update*.

Note: The refresh rate for LiveView is set automatically to High. The speed will depend on your CPU, memory, and the number of clients accessing the server. If you experience slow browser response, consider lowering the refresh rate.

3. Select the language to use in WallManager and check *Remember Language* to make the selection permanent.
4. You can change the TCP/IP port that WallView uses to communicate with the server. Only qualified system administrators should change the port number. New sessions start using the new port as soon as the *Update* button is clicked. Existing sessions continue using the old port.

Note: When security is enabled, you will only see the WallView Port field if you have permissions to change it.

Server Status Notification

You can review the current TVC status on the *Server Status* window of the *Administration* tab. You can setup the controller to send notification of status changes to e-mail addresses you specify.

Note: The Server Status window and the e-mail notification setup windows are not available on the FRC5000 or the FRC5100.

Add a Status Notification E-mail Recipient

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *SNMP E-mail*. The *SNMP E-mail* window appears.

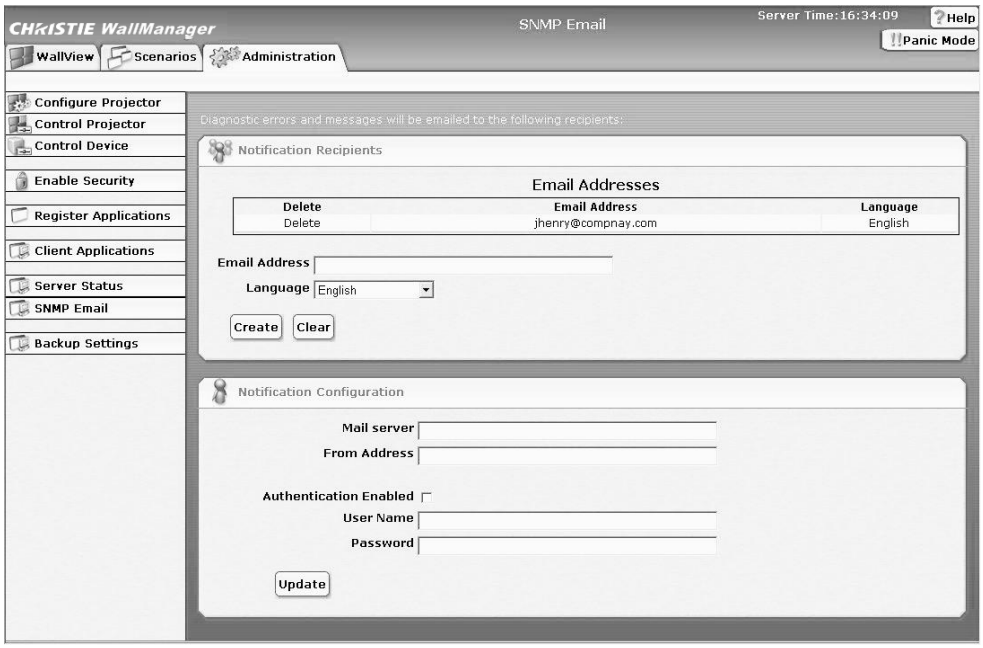


Figure 2-32

3. In the *Notification Recipients* panel, enter the e-mail address of the recipient you want to add to the E-mail Address field.
4. Specify the language to use for the recipient.
5. Click *Create*. The recipient is added to the list of E-mail Addresses.

Remove a Status Notification E-mail Recipient

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *SNMP E-mail*. The *SNMP E-mail* window appears.
3. In the *Notification Recipients* panel, click *Delete* for the recipient you want to remove from the *E-mail Addresses* list.

Set Up Status Notification E-mail Server

You must identify an e-mail address to send notifications from and the e-mail server to use.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *SNMP E-mail*. The *SNMP E-mail* window appears.

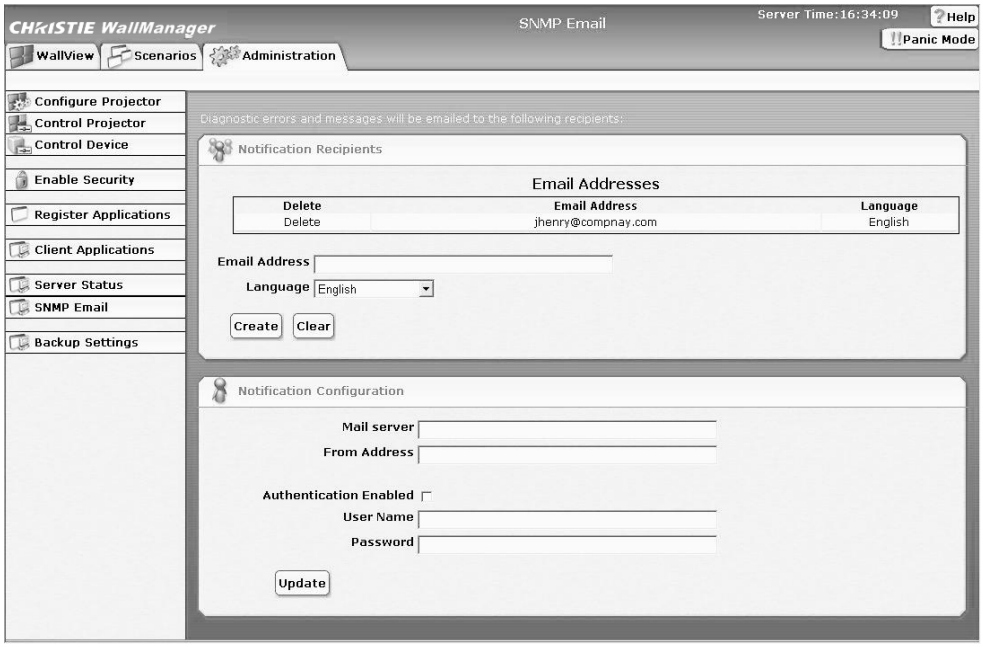


Figure 2-33

3. In the *Notification Configuration* panel, identify the *Mail Server* to use for status notification e-mails.
4. Identify the *E-mail Address* to send status notifications from. The address must be a valid e-mail address on the e-mail server.
5. If your email server requires authentication, check the *Authentication Enabled* checkbox and specify a valid email user and password that has permission to send emails.
6. Click *Update*.

Projector Control

This section includes the following:

- Configuring the Projector
- Working with Projectors
- Control Projector Window

Configuring the Projector

You will need to identify the model and the port for your projectors. By default, the baud rate is set to 9600.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. From the navigation panel on the left, select *Configure Projector.* The *Configure Projector* window appears.

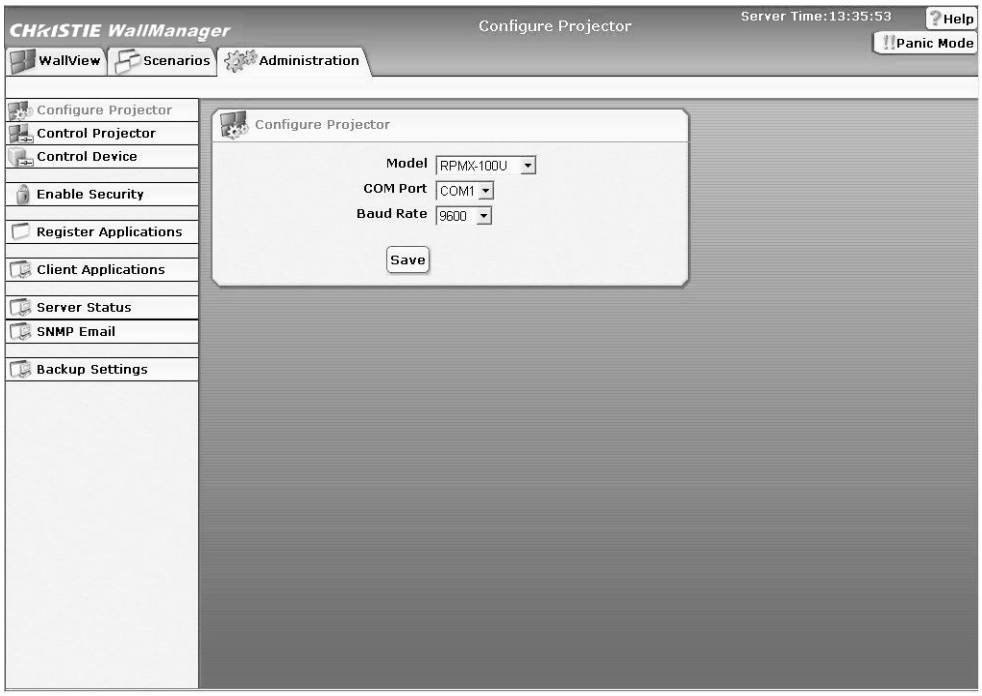


Figure 2-34

3. Select your projector model, the COM Port the controller will use to communicate with the projector, and the Baud Rate. See the projector service guide for the baud rate of your projector model.
4. Click *Save*.

Working with Projectors

Important! *WallManager users rarely work with projector tasks. The information provided here is recommended for administrators only.*

Although all projectors offer comprehensive image adjustments through their own internal software, certain basic projector functions can also be controlled in WallManager if desired. These are: powering ON and OFF, using standby mode, adjusting brightness and contrast, and (if available) displaying internal test patterns, lamp power, and white boost.

Wall Addresses and Projector ID

Every projector in your wall has a WallManager address describing its specific "row, column" screen location. These addresses begin with the upper left corner screen (1,1), and continue across the top row: 1,2 then 1,3 then 1,4 etc. Addresses in the second row continue in the same manner, beginning at the left screen (2,1).

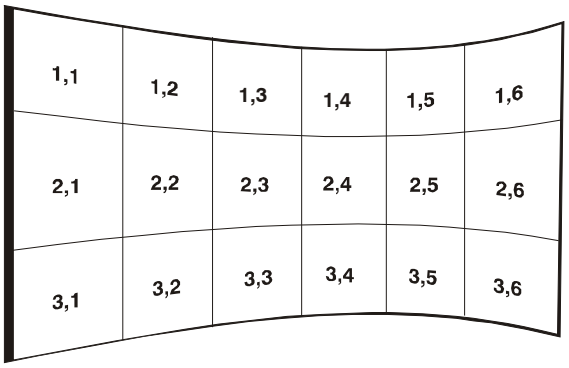


Figure 2-35

You will need to know addresses in your wall when you want to work with an individual projector in WallManager using Control Projector. WallManager addresses are mapped in the same order as projector IDs.

Example (Figure 2-35):

Screen address 1,1 maps to Projector ID 1
Screen address 1,2 maps to Projector ID 2, etc.
Screen address 2,1 maps to Projector ID 7, etc.

Example 2 x 2 display wall:

Screen address 1,1 maps to Projector ID 1
Screen address 1,2 maps to Projector ID 2

Screen address 2,1 maps to Projector ID 3
Screen address 2,2 maps to Projector ID 4

Creating a Projector Task

WallManager allows administrators to develop and maintain a list of projector tasks. A task may stipulate, for example, the regular power-up of a certain projector, or the display of test patterns across a single row. Projector tasks can be run immediately, or included in scenarios with other projector tasks and applications that can then be scheduled. Scenarios allow customized projector settings to accompany application and media windows.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *Control Projector*. The *Control Projector* window appears.

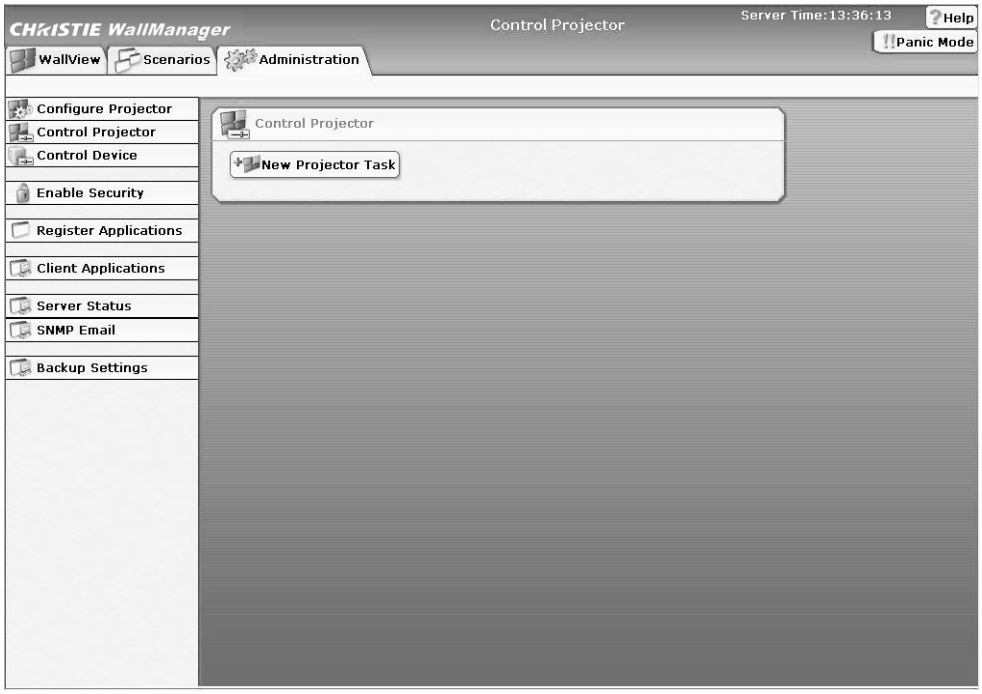


Figure 2-36

3. Click *New Projector Task*. The screen shown below appears.

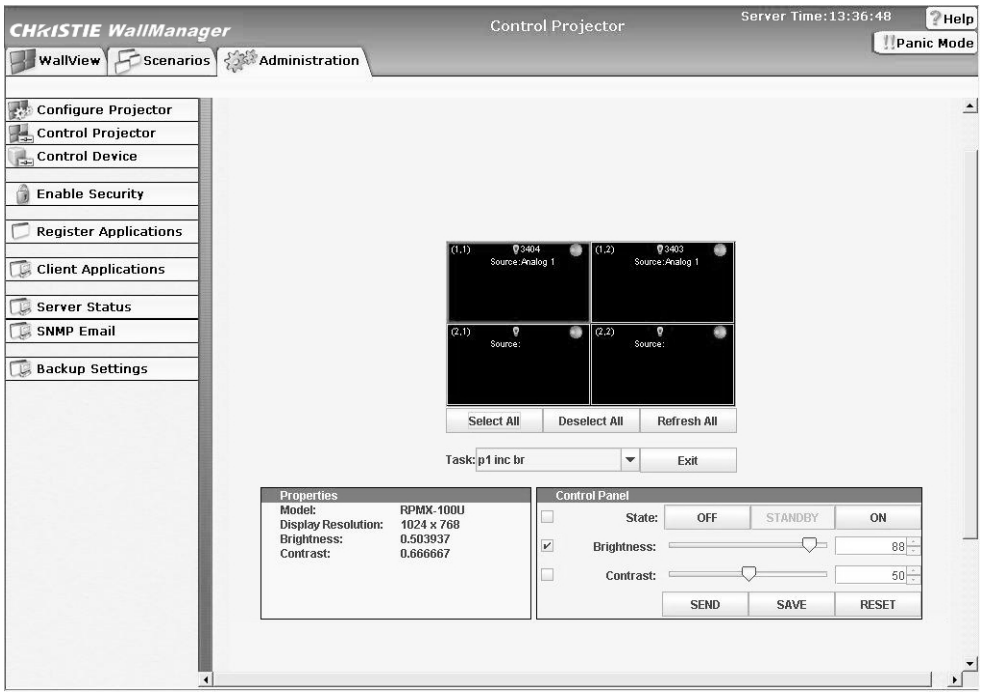


Figure 2-37

4. Click the *projector screen* for which you want to change the settings.

Note: CTRL+click to select multiple projectors. Click Select All to adjust the settings for all the projectors at once.

5. Adjust the settings. Refer to Control Projector Window on page 2-48 for details.
6. Click *Save* to create a projector task for future use.

Note: Click Send to apply the changes immediately. If a single projector is selected the brightness and contrast settings are reflected in the Properties panel.

7. In the *Save* dialog, enter a name for the task and click *OK*.

Edit a Projector Task

You can edit properties for a previously defined projector task. You will want to edit a task rather than create a new one, if the task is being used in one or more scenarios.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *Control Projector*. The *Control Projector* window appears.

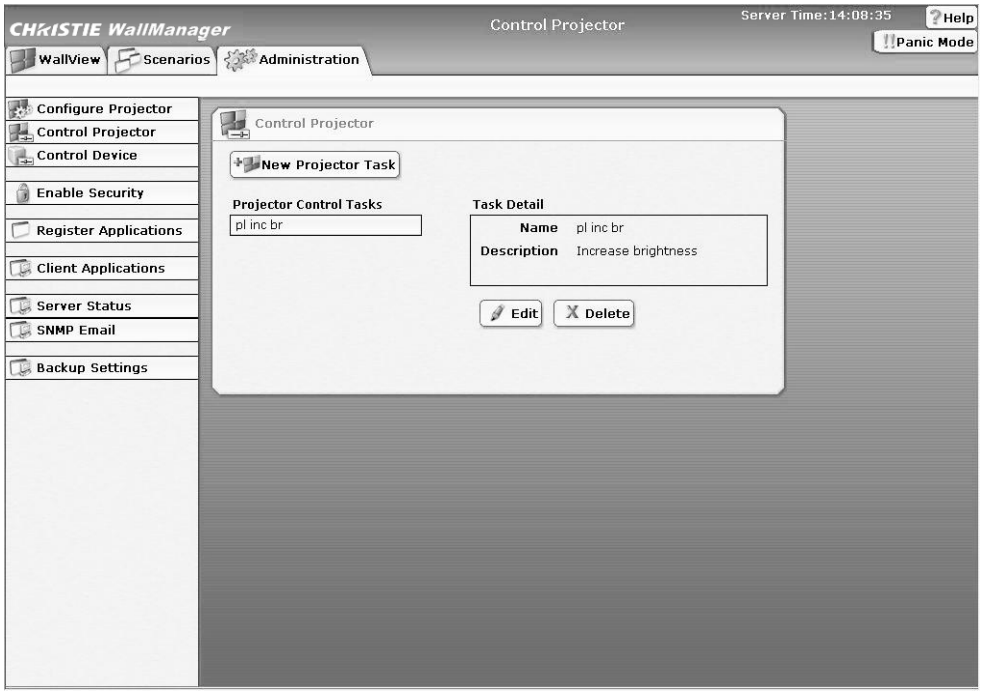


Figure 2-38

3. Select the task from the projector control tasks list. The task settings appear in the *Task Details* panel.
4. Click Edit. The *Projector Details* window appears.
5. Change the settings. Refer to Control Projector Window on page 2-48 for details.
6. Click *Save* and click *OK* to confirm.

Control Projector Window

This panel allows you to control projector functions through WallManager. Projector changes can be saved as a task for inclusion in WallManager scenarios, or they can be sent to the selected projector(s) for immediate implementation.

Only the controls that apply to the specified projector are enabled.

Select All

Click this button to select all projectors.

Deselect All

Click this button to deselect all projectors.

Refresh All

Click this button to cause the projectors to refresh the projected image.

Task

Click to select a task to load. Once loaded, you can edit or send the task to the selected projectors.

Exit

Click *Exit* to close the *Control Projector* window.

Properties

The *Properties* panel identifies the projector model, display resolution, brightness and contrast for the selected projector. When multiple projectors are selected, only the model number displays.

Off

Select this option to turn the selected projector OFF.

Standby

Select this option to place the selected projector(s) in STANDBY mode.

On

Select this option to turn the selected projector ON.

Brightness

Move the slide bar to set the brightness level (%) of the selected projector(s).

Contrast

Move the slide bar to set the contrast level (%) of the selected projector(s).

Test Pattern

Select a test pattern to be displayed on the selected projector(s).

White Boost

Select this option to change the white boost for the selected projector(s).

Lamp Power

Control the power level for the selected projector. *Note: In a dual-lamp projector, both lamps cannot be OFF at the same time*.

Send

Click *Send* to send the changed settings to the selected projector(s). WallManager automatically checks modified settings. Only those settings that are checked are sent to the projector(s).

Save

Click *Save* to save the settings as a projector task.

Reset

Click *Reset* to reset slide bars to their default locations.

Device Control

You can set up and control devices in addition to projectors; for example, with a media wall you can control a curtain or the room lights. You can create device tasks that specify an action to be performed on a device and include it in a scenario.

As with projectors, device control should be reserved for Administrator level users.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.

2. In the navigation panel, select *Control Device*. The *Control Device* window appears.

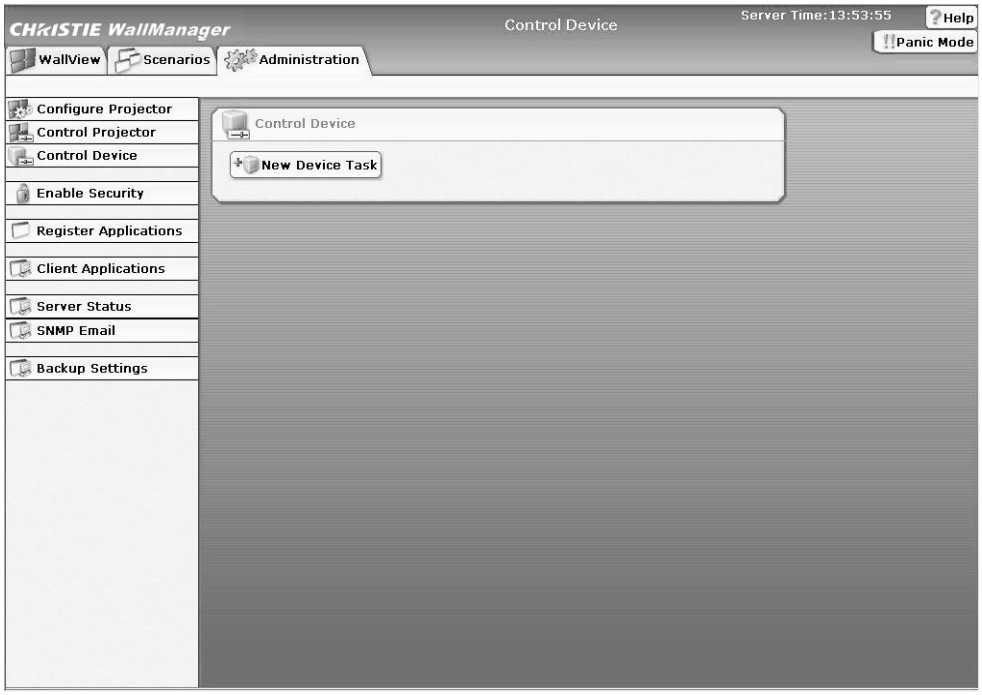


Figure 2-39

3. Click *New Device Task*, the *Control Device* window appears.

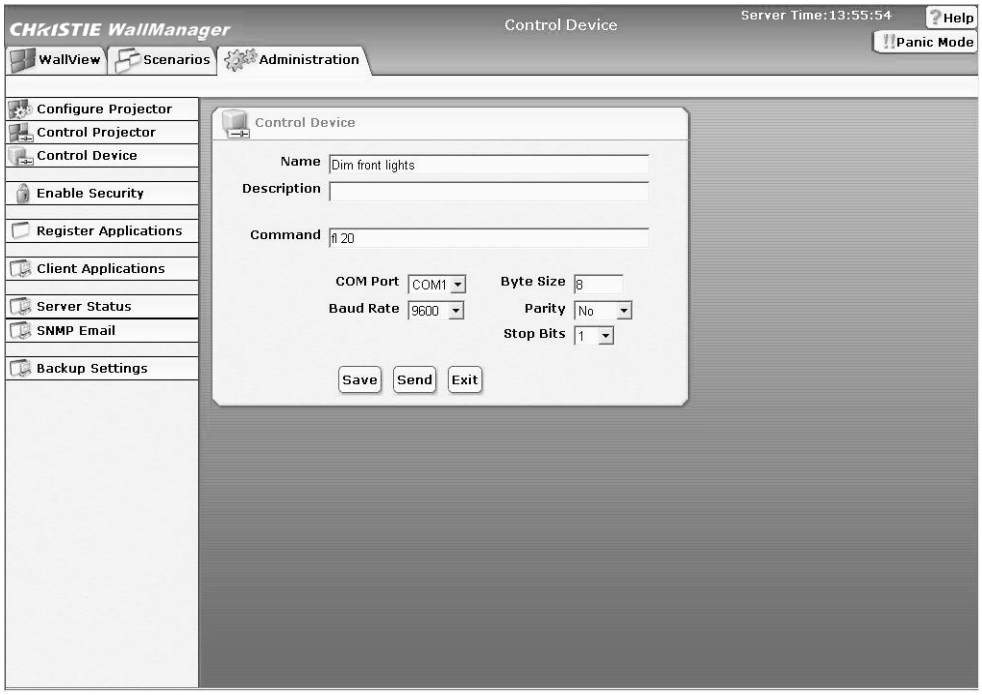


Figure 2-40

4. Identify the name of the control and a description. This information will be used to select the device task when building a scenario.
5. Specify the *command* to control the device.
6. Specify the device's communication properties.
7. To create the device task, click *Save* and then *Exit*.

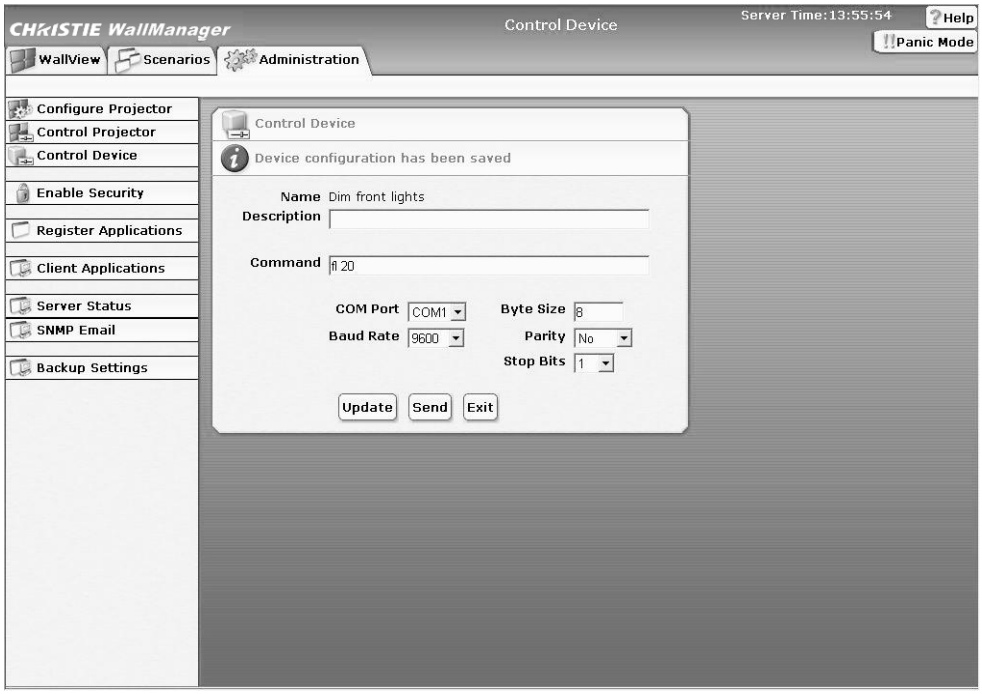


Figure 2-41

Note: 1) You can click Send to apply the changes immediately. 2) Contact your system administrator for communication settings for the device.

Firewall Setup for Interactive Mode

If your controller is behind a firewall, you will need to ensure the appropriate TCP/IP ports are open for Interactive mode to work.

- Ensure the Remote Method Invocation (RMI) Port is open.
- Ensure the port specified for Interactive mode in the WallManager Preferences is open. See Set WallView Preferences on page 2-40.

Section 3

Showing Media on the Display Wall

MediaManager is a software application specifically designed for viewing video, RGB and remote desktop sources on a multi-display wall.

This section includes:

- About MediaManager
- Working with MediaManager

3.1 About MediaManager

MediaManager is an interactive application. Changes made to the settings in MediaManager are seen immediately on the display wall. You can use MediaManager on its own or with WallManager, which adds the ability to schedule MediaManager windows and control the display wall remotely.

Profile vs. Channel

It is important to make the distinction between a Profile and a Channel, since these terms are used throughout the software menus and this manual.

A Channel represents a specific signal source, such as a camera, DVD player, PC on the network, etc. It stores all the optimized input settings for the source, such as its specific hardware connection, brightness, contrast, hue, etc. Channels can be uniquely named to make selection easier, eliminating the need to remember how the signal is connected and what input settings are associated with it.

Channels can be created, copied, deleted, and edited. Refer to Manage Channels on page 2-6 for more details on setting up channels.

A Profile is a group of settings that describes what is shown in the window and how it is displayed. Such settings include window size, position, and style, as well as text overlay and content capture. Profiles allow you to quickly set up a display wall or change a display wall layout without having to reset window properties. A Profile can specify one channel to be displayed, or more than one channel to be cycled.

Profiles are saved on the system's hard drive as .xml files. The number of Profiles that can be created and stored is limited to the memory available on the hard drive. Refer to Profile Menu on page 3-4 and Settings Menu on page 3-5 for more information.

MediaManager Layout

MediaManager is installed on the controller. It is accessed from the display wall desktop and opens on the display wall. You can access MediaManager functions through the menus.

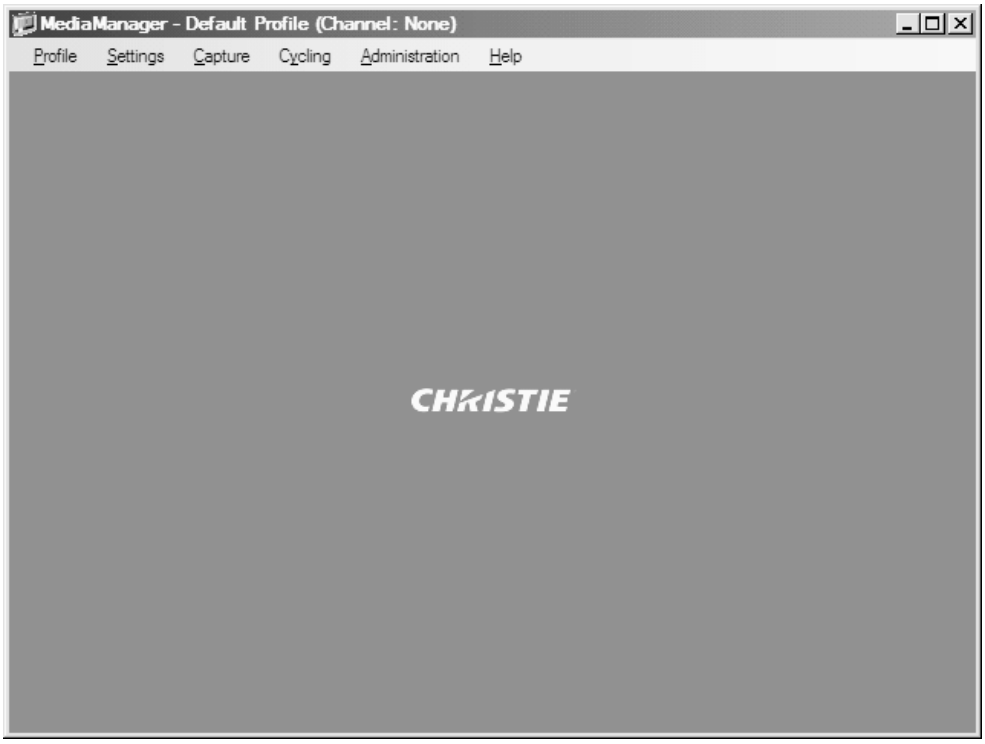


Figure 3-1

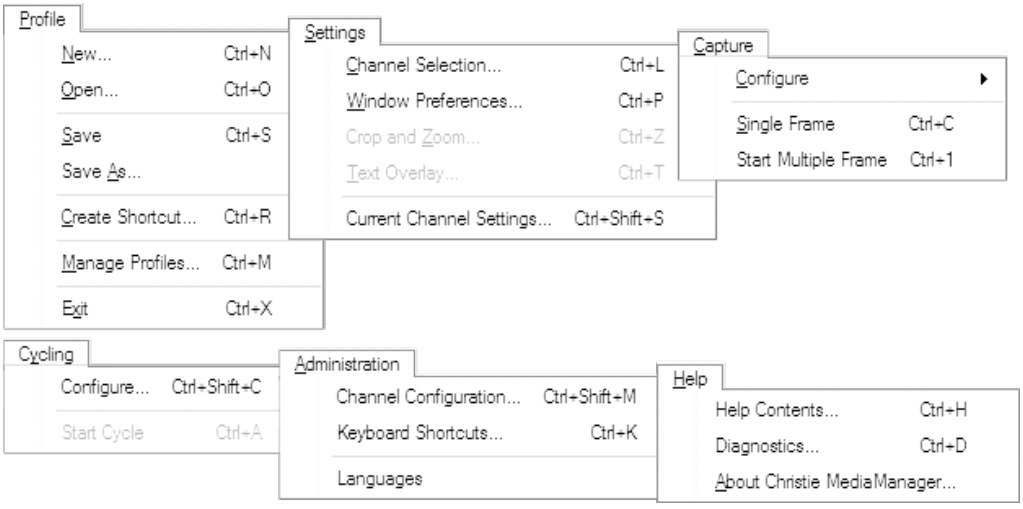


Figure 3-2

Note: Shortcut keys are fully customizable. See Hotkey Configuration on page 2-14.

You can optionally hide a MediaManager window's menu bar by clicking *Settings>Windows Preferences* and selecting *Borders Only* or *None* on the *Windows Preferences* dialog. You can access all the menu options by clicking the right mouse button anywhere in the MediaManager window.

Figure 3-3

Profile Menu

The *Profile* menu allows you to work with profiles.

New…

Select this option to create a new profile. MediaManager assists you by stepping through the most commonly used dialogs.

Open…

Select this option to load a saved profile. The *Open* dialog allows you to open the profile into the current window or into a new window.

Save

Select this option to save changes to an existing profile using the *Save* dialog. If you are not working with an existing profile, this option automatically opens the *Save As* dialog.

Save As…

Select this option when creating a new profile or when you want to save an existing profile under a new name.

Create Shortcut…

Select this option to create a shortcut to the current profile on your desktop.

Manage Profiles…

Select this option to manage your profile list.

Exit

Select this option to close down the MediaManager window.

Settings Menu

The *Settings* menu allows you to work with all Channel options except Channel Cycling properties, which are under the *Cycling* menu.

Channel Selection…

The *Channel Selection* dialog allows you to select a channel to be loaded in the current window, or into a new window.

Window Preferences…

The *Window Preferences* dialog allows you to specify the window size, position and style of the current MediaManager window. See *Window Preferences* Dialog on page 3-15 for more information.

Crop and Zoom…

The *Crop and Zoom* dialog allows you to focus on a specific part of the window's content. See *Crop or Zoom the Image* on page 3-14 for more information.

Text Overlay…

Select this option to enable and set up the appearance of overlay text, and to specify the text for profile level overlays. For more information, see *Text Overlay* Dialog on page 3-20.

Current Channel Settings…

Select this option to change channel settings of the currently displayed channel. The settings that can be changed depend on the channel's device. See *Channel Properties* Dialog on page 2-10 for more information.

Capture Menu

The *Capture* menu allows you to set up and initiate image captures of the channel content.

Configure

Use these options to setup capture options.

- Single Frame…Select this option to set up image properties and storage location for single snapshots. See *Single Frame* Dialog on page 3-24 for more information.
- Multiple Frame…Select this option to set up image properties and storage location for image sets. See *Multiple Frame* Dialog on page 3-26 for more information.

Single Frame

Select this option to capture an image of the current contents of the MediaManager window.

Start/Stop Multiple Frame

Select this option to start and stop the automatic capture of multiple images of the contents of the MediaManager window.

Cycling Menu

The Cycling menu allows you to control channel cycling in the MediaManager window.

Configure…

Select this option to select and arrange channels to display in windows that refer to the current profile.

Start/Stop Channel Cycling

Select this option to start and stop cycling through the channels associated with the current profile. This option is only available if more than one channel is specified in the profile's cycling list.

Administration Menu

Channel Configuration

Select this option to work with the channel list. The *Channel Configuration* dialog allows you to add, delete, and rename channels. It also allows you to open the *Channel Properties* dialog for the selected channel. See *Channel Properties* Dialog on page 2-10 for more information.

Setup Keyboard Shortcuts

Select this option to configure keyboard shortcuts for common tasks.

Language

Select this option to change the language of the MediaManager displays.

Help Menu

Help Contents

Select this option to access the online help for MediaManager.

Diagnostics

Select this option to review information about the system.

3.2 Working with MediaManager

MediaManager works behind the scenes with a virtual copy of a profile. You can manipulate the look and feel of the window through the interactive dialogs and then save the changes.

Clicking *OK* on MediaManager dialogs generally saves the changes to the virtual copy. To save the changes to file, click *Profile>Save As* or *Profile>Save*.

Configuring MediaManager windows involves the following tasks:

- Start MediaManager
- Quick Start with Profiles
- Select an Input Source for Display
- Select a Single Source
- Cycle Through Multiple Sources
- Change the Appearance of the Displayed Source
- Change Channel Properties
- Crop or Zoom the Image
- Change the Appearance of the MediaManager Window
- Change the Style, Size, Position or Aspect Ratio
- Add a Text Overlay
- Customize Overlay Text to Channels
- Turn Text Overlays ON or O
- Capture Snapshots of the MediaManager Window
- Capture a Snapshot Manually
- Capture Multiple Snapshots Automatically
- Save Current MediaManager Window Settings as a Profile

Additional tasks:

- Save Current MediaManager Window Settings as a Profile
- Create a Shortcut to Open a MediaManager Window
- Open an Existing Profile
- Modify an Existing Profile
- Manage Channels

Start MediaManager

On the wall display desktop, double-click on the Christie MediaManager icon located on the desktop OR navigate through the Start menu to start using MediaManager. (*Start>All Programs>Christie>*MASTER*Suite>Christie MediaManager.*)

When you start MediaManager the default window appears. MediaManager is configured to display a blank MediaManager window.

Quick Start with Profiles

MediaManager provides some assistance for creating profiles for single-channel display. It walks you through the dialogs most commonly used to set up a basic profile.

To start, click *Profile>New…*. The dialogs in the quick start are modified to include *Next* and *Previous* buttons, and prompt you to save the profile at the end. The *Cancel* button cancels the quick start.

- Channel Selection: See Select a Single Source on page 3-10
- Window Preferences: See Change the Style, Size, Position or Aspect Ratio on page 3-15
- Text Overlay: See Add a Text Overlay on page 3-17
- Single Frame Capture: See Capture a Snapshot Manually on page 3-22
- Multiple Frame Capture: See Capture Multiple Snapshots Automatically on page 3-25.

For a complete list of setup tasks and options, see the introduction to Working with MediaManager on page 3-8.

Select an Input Source for Display

MediaManager organizes input sources as channels. Each MediaManager window can display one input source, that is, one channel, at a time. You can select multiple channels to be displayed in sequence.

- Select a Single Source
- Cycle Through Multiple Sources

Note: You can also load channels by loading a profile. If the profile has a list of channels, the first channel in the cycling list will automatically display in the MediaManager window. If the profile has only one channel, that channel is displayed.

Select a Single Source

1. In the MediaManager window click *Settings>Channel Selection…*. The *Channel Selection* dialog appears.

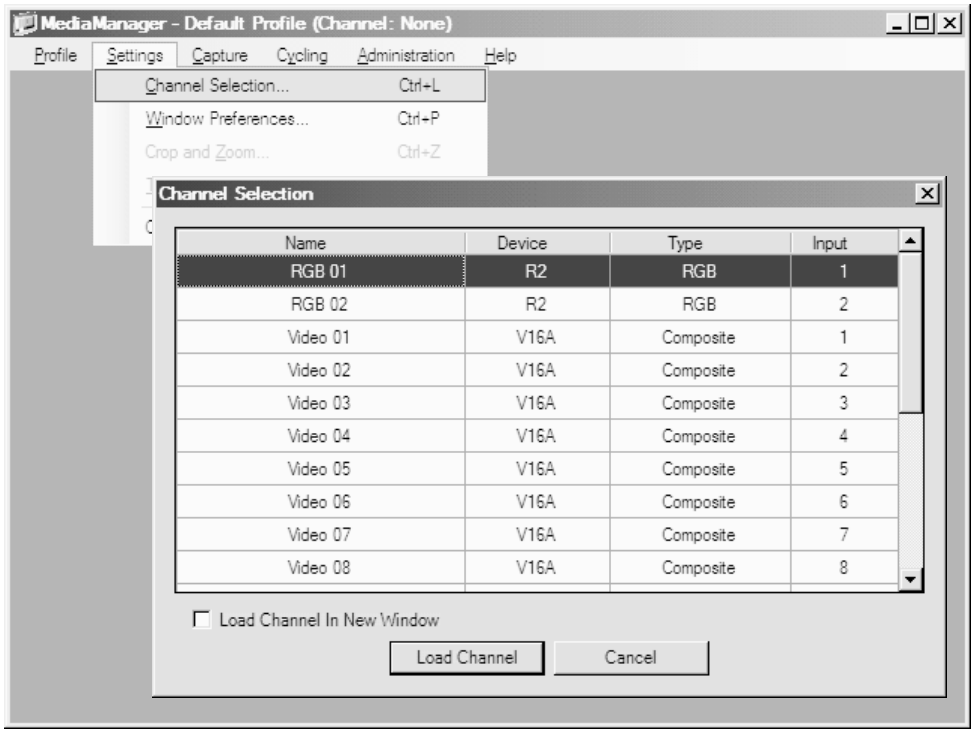


Figure 3-4

2. Select a channel and click *Load Channel*. The channel content appears in the MediaManager window.
3. To save the changes, click *Profile>Save*.

Note: You can refresh a channel by pressing CTRL-F5.

Notes: 1) If you load a VS16 channel that is already displayed, and your window is on the same display device as the other window, the new window takes precedence and the old window blanks. If your window is on another screen in the display wall, both windows will display the channel's content. 2) If you load a VS16 channel in a window that is in the same screen as a window displaying a V9 channel, the newer window takes precedence and the older window blanks. 3) R2 channels do not interact with the other video channels. 4) A single device can display multiple V9 channels if the channels are from the same input card.

Cycle Through Multiple Sources

1. In the MediaManager window, click *Cycling>Configure...*. The *Cycling Configuration* dialog appears.

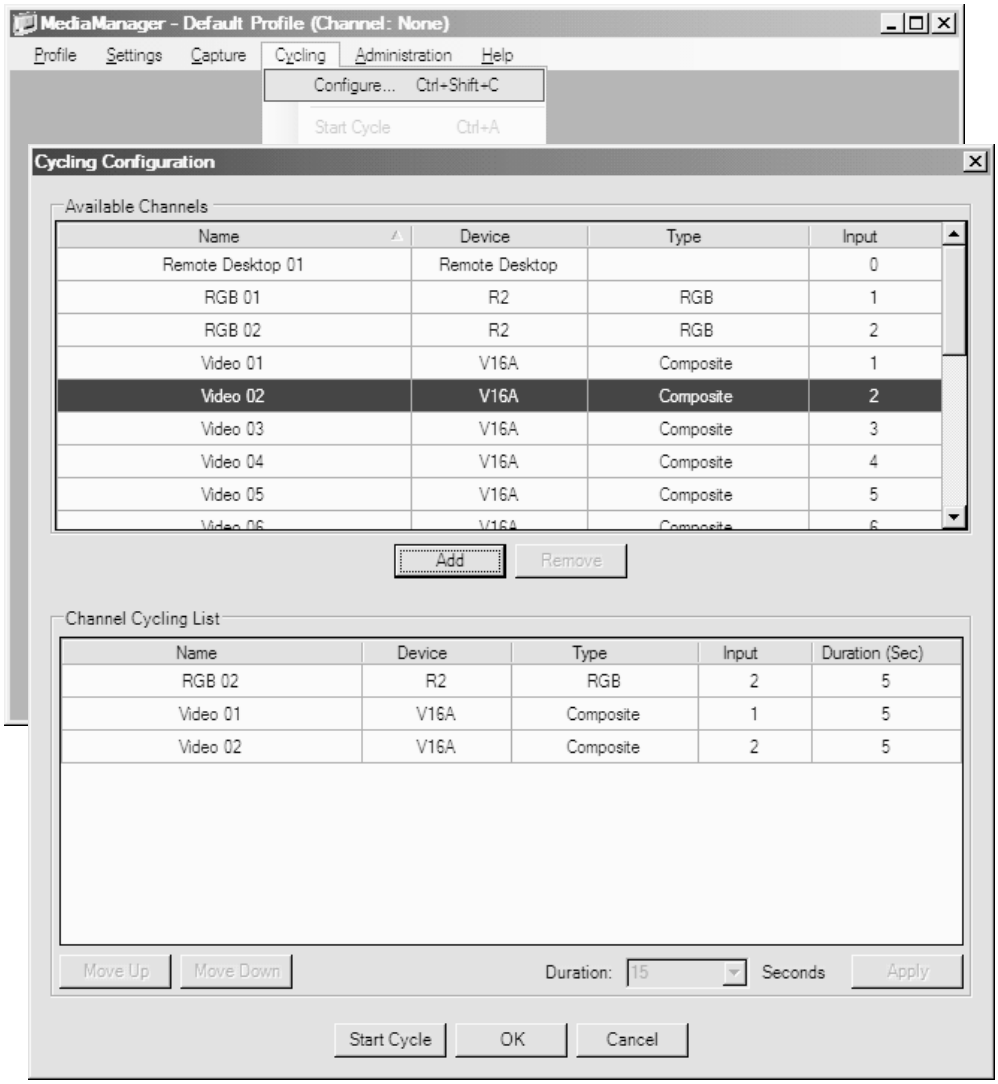


Figure 3-5

2. Click a channel to select it.
3. To add the selected channel(s) click *Add*.

Note: Select a channel in the lower list and click Remove to remove an item from the cycling list.

4. Specify the amount of time to display for the selected channels in the Channel Cycling list by entering a value in the *Duration* field and clicking *Apply*.

Note: You can have different display durations for specific channels or groups of channels.

5. You can use the *Move Up* and *Move Down* buttons to re-order the Channel Cycling list.
6. Click *Start Cycle* to begin cycling through the channels in the MediaManager window.
7. Click *OK* to close the dialog.
8. To save the changes, click *Profile>Save*.

Change the Appearance of the Displayed Source

The *Channel Properties* window allows you to control the appearance of the source. For example, you can change the brightness, or the sample rate.

This section includes the following:

- Change Channel Properties
- Crop or Zoom the Image

Change Channel Properties

The *Channel Properties* window contains different properties for each of the device types. Changing a channel affects all profiles that refer to that channel.

1. Once you have selected a channel in the MediaManager window click *Settings>Current Channel Settings…*. The *Channel Properties* dialog appears.

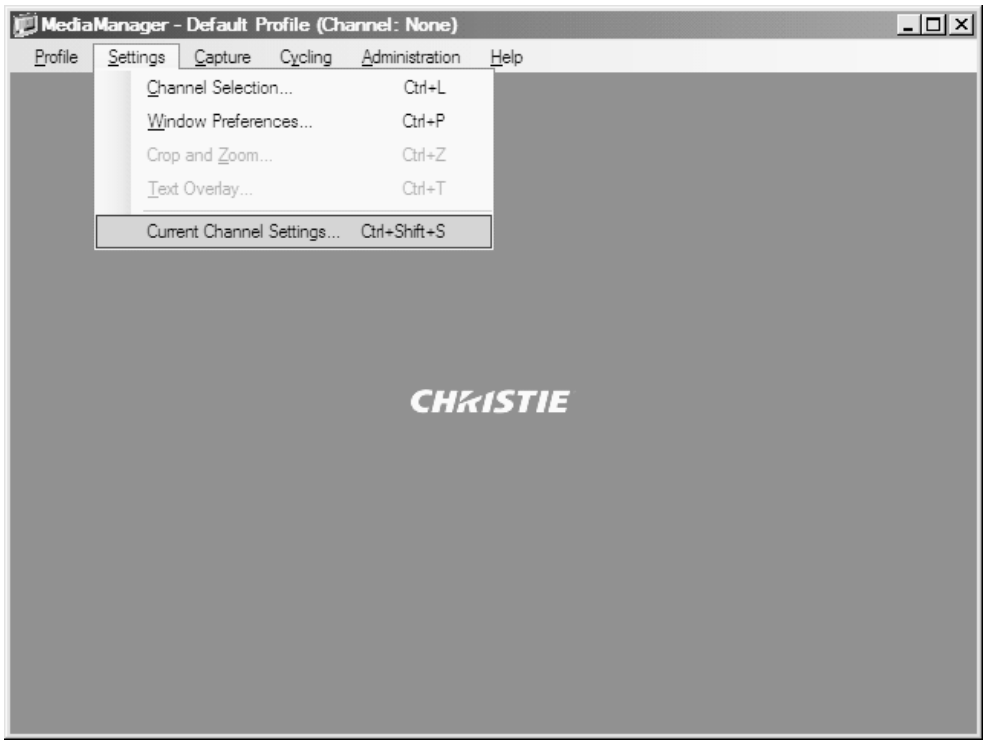


Figure 3-6

Note: The contents of the Channel Properties dialog are different depending on the device type associated with the channel. See Channel Properties Dialog on page 2-10.

2. Adjust the channel properties. As you adjust channel settings, you can see the effect on the display wall.

Note: Profiles refer to channel names. Changing a channel name will cause existing profiles that refer to the old name to display an "Invalid Input" message instead of the content. Rename channels with caution and remember to update your profiles.

3. Click *Save* to save the settings to a channel configuration file (.XML file).

Note: Click Cancel to return the settings to the most recently saved state.

Crop or Zoom the Image

Crop and Zoom settings allow you to trim or trim and zoom in on a portion of the window. These settings are saved for specific channels in a profile. The same channel can have different crop or zoom settings in different profiles, but each profile can have only one crop setting or one zoom setting.

1. Once you have selected a channel in the MediaManager window,
   - *CTRL + left-click*, hold and drag the cursor to select the area to crop. When you release the mouse button, the window automatically resizes to the selected area. This key and mouse combination can be used without opening the *Crop and Zoom* dialog.
   - *ALT + left-click*, hold and drag the cursor to select the area to zoom. When you release the mouse button, the contents automatically zoom in on the selected area. The window remains the same size. This key and mouse combination can be used without opening the *Crop and Zoom* dialog.
2. To save the changes, click *Profile>Save.*

Notes: 1) Alternatively, you can access the Crop and Zoom dialog by clicking Settings>Crop/Zoom. In the Crop and Zoom dialog, enter the number of horizontal and vertical pixels you don't want to see in the image by entering the values in the Top, Bottom, Right, Left text boxes or use the Up/Down arrow keys to incrementally increase the value. 2) You can reset to the original size by clicking the Reset button.

Change the Appearance of the MediaManager Window

You can change the MediaManager window properties, for example by removing the title bar or adding a text overlay. Window properties remain effective for the window regardless of the channel (input source) being displayed.

This section includes the following:

- Change the Style, Size, Position or Aspect Ratio
- Window Preferences Dialog
- Add a Text Overlay
- Customize Overlay Text to Channels
- Turn Text Overlays ON or O
- Text Overlay Dialog

Change the Style, Size, Position or Aspect Ratio

1. Click *Settings>Window Preferences…*. The *Window Preferences* dialog appears.

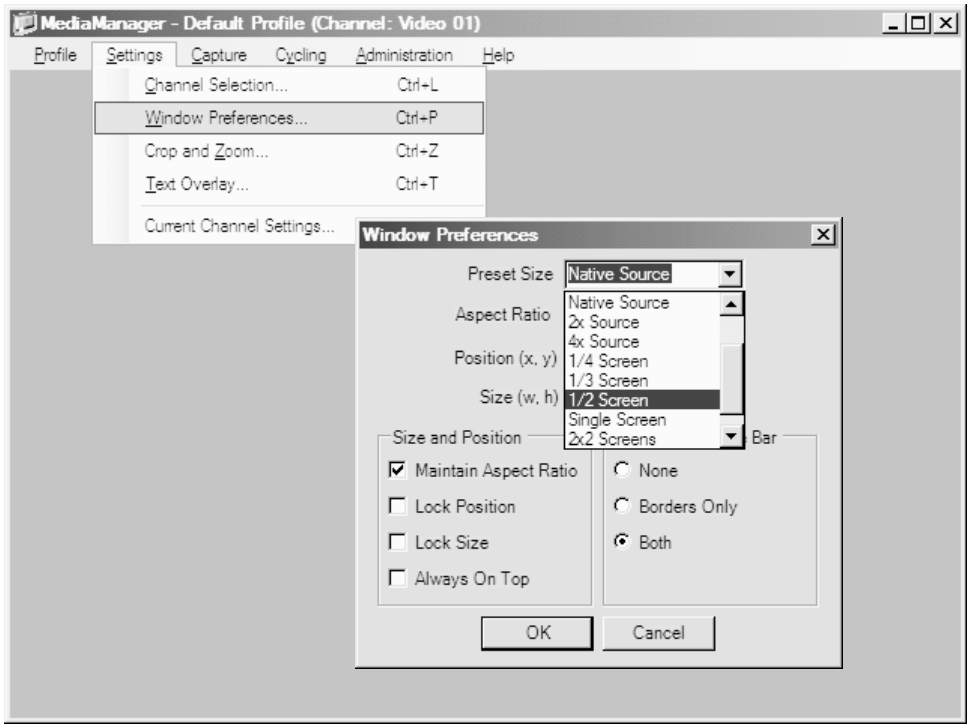


Figure 3-7

2. Adjust the window settings to the desired size and position. You can see the changes immediately.

Note: You can optionally lock any of the settings that you adjust by checking the appropriate checkbox so that they cannot be changed accidentally.

3. In the *Borders and Title Bar* panel, select the desired window style.

Note: Removing the title bar also removes the menu bar. If you remove the title bar, you can still access all menu options by right-clicking the cursor anywhere in the MediaManager window.

4. Click *OK* to accept the changes and close the dialog box.
5. To save the changes in the profile click *Profile>Save*.

Window Preferences Dialog

The *Window Preferences* dialog allows you to change the appearance of the MediaManager window.

Preset Size

Use the drop-down menu to adjust the size of the MediaManager window to best suit your installation. Select the option *Native Source* (default) if you want to display the window based on the resolution of the input signal. *Custom* is automatically selected if the window size is scaled to another size not available from the option list. Select 1/4 Source, 1/2 Source, 2x Source or 4x Source to resize the window based on the size of the input signal.

When you select 1/3 Screen, 1/2 Screen, Single Screen or 2x2 Screen the incoming signal is resized based on screen size. For example, select 2x2 Screen if you want to display any source signal across a 2x2 display wall, or if you have a single screen and four incoming signals, you can select 1/2 Screen to display all four signals on one screen.

Aspect Ratio

Use the *Aspect Ratio* drop-down menu to select the aspect ratio of the MediaManager window. The size of the MediaManager window will automatically change when a different aspect ratio is selected. The default aspect ratio setting is *Device*.

Check the *Maintain Aspect Ratio* check box to keep the window at the specified aspect ratio when scaling.

Position

Use the text boxes, labeled X and Y, to enter coordinates that specify where the MediaManager window will be displayed on the display wall. (The coordinates entered specify where the top left corner of the MediaManager window is located.) The default coordinates are 0,0.

Check the *Lock Position* check box to prevent moving the window to another position.

Size

Use the text boxes labeled *Width* and *Height* to specify the exact pixel size of the MediaManager window (content only) – some consideration should be given to the thin borders (4 pixels each side), title bar (depends on size of font) and caption bar. By default, the size is the native size of the window content.

Check the *Lock Size* check box to prevent resizing the window.

Always on Top

Check this option to keep the current MediaManager window on top.

None

Select this option when you want to display the current contents of the window without borders. If you choose this window style, use the “right-click” menu to access window options.

Borders Only

Select this option to display the window with a thin border only. The menu and title bar will not display. If you choose this window style, use the “right-click” menu to access menu options.

Both (default)

Select this option when you want the MediaManager window menu and title bar to display.

Add a Text Overlay

You can display text over the content in a window, for example to identify the source of the content.

1. Click *Settings>Text Overlay...*. The *Text Overlay* dialog appears.

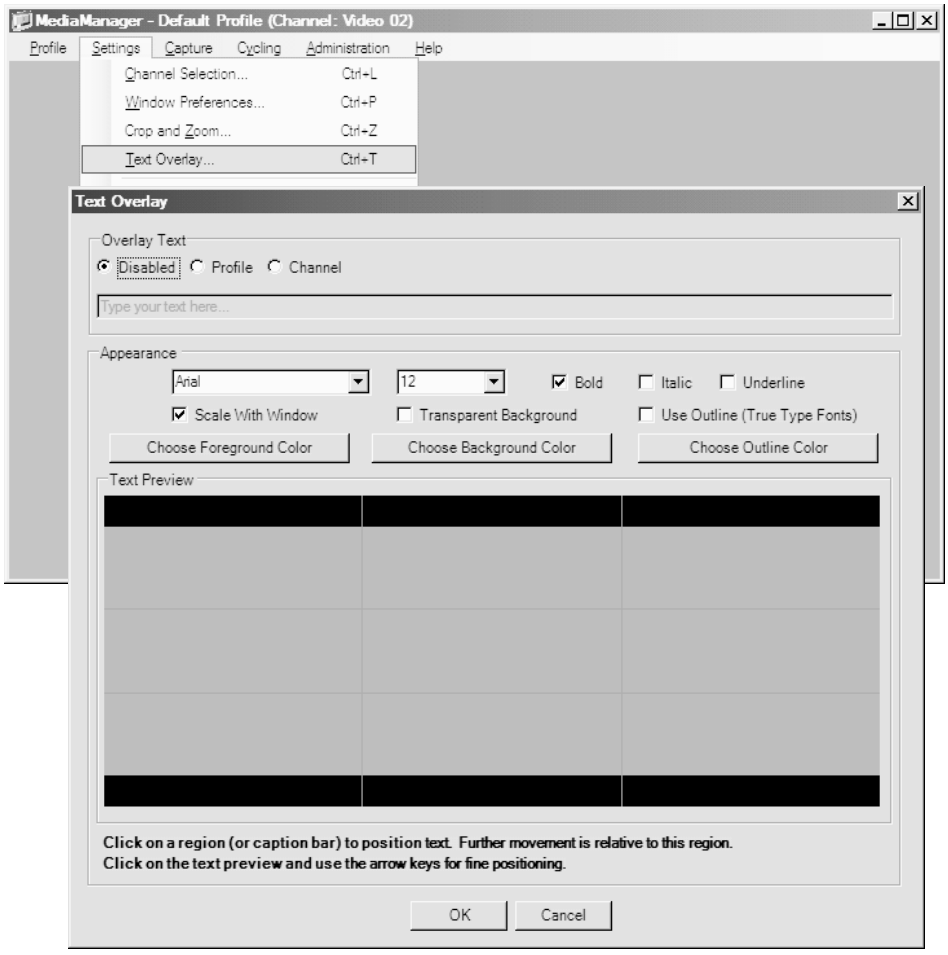


Figure 3-8

2. By default, text overlay is disabled. To turn text overlay ON, select the type of overlay to use: *Profile* or *Channel*.
   - If you select *Profile*, the text is specified in the *Overlay Text* field. Type the text you want to appear over the channel content. The text appears in the MediaManager window.
   - If you are specifying settings for channel-specific overlays, you do not need to specify the text. The text specified in each channel's properties dialog will be used. The default text string is the channel name.

3. Adjust the appearance of the text overlay until you are satisfied with the look and position, and click *OK* to close the dialog. See *Text Overlay* Dialog on page 3-20 for information about the settings.
   - All devices can display a transparent background for text overlays.

Note: The Text Preview panel does not scale text. For best results scale the MediaManager window to the source's native size during Text Overlay setup. Set up the text overlay and check the Scale with Window option. Alternatively, you can make the window the desired size and set up the text overlay in an appropriate size.

4. To save the changes in the profile click *Profile>Save*.
5. If you chose to customize channel specific text overlays, see Customize Overlay Text to Channels on page 3-19.

Customize Overlay Text to Channels

You can customize text overlay content in a window, for example to identify the source of the content.

1. To specify text for multiple channels, click *Administration>Channel Configuration…*. The *Channel Configuration* dialog appears.
2. Click a channel to select it, and click the *Edit* button. The *Channel Properties* dialog appears. The *Channel Properties* dialog contents depend on the channel selected. See *Channel Properties* Dialog on page 2-10.

Figure 3-9

3. Enter the text in the *Overlay Text* field, and click *Save*.
4. Repeat steps 2 to 3 for each channel requiring customized overlay text.
5. Except for channel-specific text, text overlay information is defined and saved in the profile. To turn channel-specific text overlays ON and to edit the appearance of the text overlays, see Add a Text Overlay on page 3-17.

Turn Text Overlays ON or OFF

Text overlays are controlled in the *Text Overlay* dialog.

1. Click *Settings>Text Overlay…*. The *Text Overlay* dialog appears.
2. Select one of the options at the top of the dialog:
   - *Disabled:* Turns text overlays OFF
   - *Profile:* Displays the text specified on the *Text Overlay* dialog
   - *Channel:* Displays the text specified in the *Channel Properties* dialog
3. Click *OK* to close the dialog.
4. To save the changes in the profile click *Profile>Save.*

Text Overlay Dialog

Enter the desired text in the *Overlay Text* field and click *OK*. By default the text will appear centered at the bottom of the window. The text overlay information is stored with the profile.

You can optionally change the appearance of the text by adjusting a variety of settings on the *Text Overlay* window.

Note: You can also specify a separate text overlay for each channel.

Disabled

Select this option to display no text overlay.

Profile

Select this option to display the text overlay specified on the *Text Overlay* dialog.

Channel

Select this option to display the text overlay specified on the *Channel Properties* dialog.

Overlay Text

Enter the text you want to display with the selected source in the *Overlay Text* field. The overlay text appears in the *Preview Text* window below.

Appearance Section

You can change the way the text looks and preview the changes as you make them.

- Select the style and size of your text from the *Font* and *Size* drop-down lists respectively.
- You can modify the appearance of the text by checking the *Bold, Italic*, or *Underline* checkboxes.
- Enable the *Scale* with Window option to automatically resize the text overlay in relation to the window's horizontal size. Scaling only changes the text in relation to the window's horizontal size.
- Enable the *Transparent Background* option to float the text over the content without a background box.
- Click the *Choose Foreground Color* button to open a color selection window. Select the color you want and click *OK*.
- Click the *Choose Background Color* button to open a color selection window. Select the color you want and click *OK*.
- Enable *Use Outline*, to apply a thin, one-pixel outline around each character of the text overlay – this only applies to True Type fonts.
- Click the *Choose Outline Color* button to open a color selection window. Select the color you want and click *OK*. Outline settings apply to True Type fonts only.
- Position the text overlay by clicking in the *Preview Text* panel. You can select one of the 15 preset locations by clicking the desired area in the window, or you can drag the text by clicking and holding while you move the mouse. Preset positions place the text overlay 5 pixels from the edge.

Note: Background color is applied to the entire caption bar.

Capture Snapshots of the MediaManager Window

You can set up the system to capture snapshots of the content.

This section includes the following:

- Capture a Snapshot Manually
- Single Frame Dialog
- Capture Multiple Snapshots Automatically
- Multiple Frame Dialog

Capture a Snapshot Manually

You can capture a snapshot of the MediaManager window's content at any time by pressing a combination of shortcut keys, for example *CTRL+C*. By default, the system will store snapshots in the *C:\MyCaptures* folder. You can customize the snapshot name and location. For more information, see *Single Frame* Dialog on page 3-24.

Note: Shortcut keys are customizable. For a current list of shortcut keys click Administration>Keyboard Shortcuts and view the list in the Keyboard Shortcuts dialog.

1. To configure single snapshots, click *Capture>Configure>Single Frame…*. The *Single Frame* dialog appears.

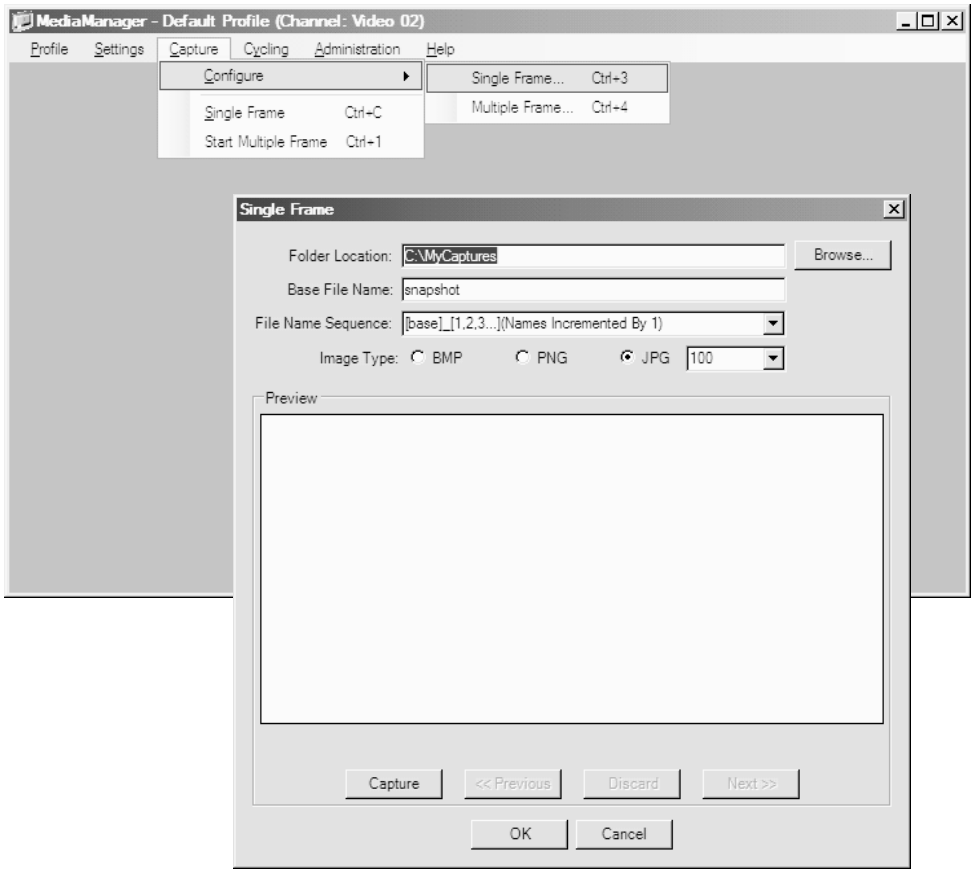


Figure 3-10

2. Identify the folder where snapshots will be saved in the *Folder Location* field.
3. Identify a base name in the *Base File Name* field.

Note: Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…], the first four snapshots will be called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.

4. Select the sequence numbering style in the *File Name Sequence* field.
5. Select the *Image Type*. When JPG is selected, you can specify the quality of the image captured, by entering a value from 1 to 100. In general, the higher you set the value the better the image quality will be, and the larger the file size.

6. Click *Capture* to create a snapshot. The snapshot is displayed in the Preview panel.
7. Click *OK* to close the dialog.
8. To save the changes in the profile click *Profile>Save.*

Note: You can scroll through all the images in the default directory by clicking the Previous and Next buttons.

Single Frame Dialog

The *Capture Single Frame* dialog allows you to set up and review single frame snapshots.

Folder Location

You can specify the location where the single capture image files will be stored. Use the *Browse* button to quickly navigate your file system to locate a specific folder. Click on the folder you want – the folder name appears in the *Folder Location* text box.

Base Name

Enter the prefix you want to apply to your image captures in the *Base File Name* text box or use the default ("snapshot"). As each capture is taken a sequential number is automatically added to the base name. For example, if you enter the prefix "Camera1" into the *Base File Name* text box, and take 4 captures you might see the following in your capture folder: Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg.

File Name Sequence

You can choose to include the date and time in your Filename. Click the file name sequence list and select the numbering style you want.

Image Type

Enable *BMP, PNG* or *JPG* to specify which file format you want the image captures in. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up/down arrow keys under the *Quality* option. In general, the higher you set the value for *Quality* the better the image quality will be and the larger the file size. Any value from 1 – 100 can be entered.

Preview

Review existing images in the Preview panel. Use the *Preview* and *Next* buttons to browse through your snapshots.

Capture

Use this button to capture a snapshot of the image in the window.

Discard

Use the Discard button to delete the image displayed in the Preview panel.

Capture Multiple Snapshots Automatically

You can start to capture a sequence of snapshots of the MediaManager window's content at any time by pressing a combination of shortcut keys, for example *CTRL+1*. By default the system will capture an image every 10 seconds, and store sequences of snapshots in the *C:\MyCaptures* folder. Click *CTRL/+2* to stop the capture. You can customize snapshot frequency, location, storage limits, and file naming.

Note: Shortcut keys are customizable. For a current list of shortcut keys click Administration>Keyboard Shortcuts and view the list in the Keyboard Shortcuts dialog.

1. Click *Capture>Configure>Multiple Frame…*. The *Multiple Frame* dialog appears. For more information about the fields, see *Multiple Frame* Dialog on page 3-26.

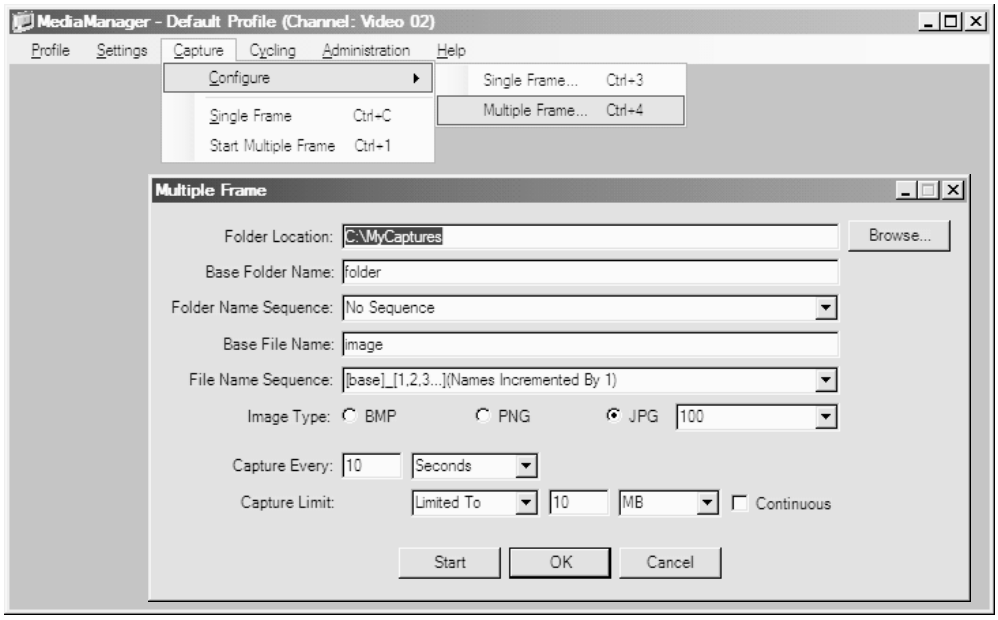


Figure 3-11

2. In the *Folder Location* field, identify the folder in which all sequence subfolders will be saved.

3. Identify a file name in the *Base File Name* field.

Note: Image file names are composed of a base name that you provide and a suffix. For example, if you provide the name Camera1 as the name for the snapshots, and select the sequence [base]_[1,2,3…], the first four snapshots will be called Camera1_1, Camera1_2, Camera1_3, and Camera1_4. If you specify "no sequence" only the base name is used and the image is replaced by each succeeding capture.

4. Select the sequence numbering style for the images in the *File Name Sequence* field.
5. Identify a folder name in the *Base Folder Name* field.
6. Select the sequence numbering style for the folders in the *Folder Name Sequence* field.

Note: The folder name sequence allows you to indicate when a new folder should be started. New folder names are built from the base name and the date and or time sequence selected. For example, if you provide the name Camera1 and select [base]_[date] (new folder at midnight) a new folder will be created at midnight with a name like Camera1_2005_4_1.

7. Select the *Image Type*. When JPG is selected, you can specify the quality of the image captured, by entering a value from 1 to 100. In general, the higher you set the value the better the image quality will be, and the larger the file size.
8. Identify how often to take a snapshot in the *Capture Every* field.
9. Identify how many snapshots should be stored in the *Capture Limit* field.
10. Click *Start* to begin taking snapshots or *OK* to save the settings and dismiss the dialog.
11. To save the changes in the profile click *Profile>Save.*

Multiple Frame Dialog

The *Multiple Frame* dialog allows you to automate the process of image capture by specifying a timed interval.

Folder Location

Use the *Browse* button to quickly navigate your file system to select where you want your image capture folders to be stored.

Base Folder Name

Specify a name for the subfolders.

Folder Name Sequence

You can choose to include the date and time in your subfolder name. Click the folder name sequence list and select the numbering style you want.

Base File Name

Enter the prefix you want to apply to your image captures in the *Base File Name* text box or use the default ("image"). As each capture is taken a sequential number is automatically added to the base name. For example, if you enter the prefix "Camera1" into the *Base File Name* text box, and take 4 captures you will see the following in your capture folder: Camera1_1.jpg, Camera1_2.jpg, Camera1_3.jpg and Camera1_4.jpg.

File Name Sequence

You can choose to include the date and time in your Filename. Click the file name sequence list and select the numbering style you want.

Image Type

Enable *BMP, PNG* or *JPG* to specify which file format you want the image captures in. When JPG is selected, you can specify the quality of the image captured, by entering a value or using the up/down arrow keys under the *Quality* option. In general, the higher you set the value for Quality the better the image quality will be and the larger the file size. Any value from 1 – 100 can be entered.

Capture Every

Use this option to specify how often the system should save a snapshot. You can specify the frequency in number of seconds or in number of frames.

Capture Limit

Use this option to specify how many snapshots the system should save.

- Select *None* when you want the software to continue capturing images at the specified frequency until there is no hard drive space available.
- Select *Limited To* when you want to limit the number of images saved.
- Specify the image capture time span in number of seconds, minutes, hours, or frames.

- Specify the maximum amount of disk space to be used.
- By default, image capture stops when a limit is reached. Enable the *Continuous* checkbox to continue capturing. Once a limit is reached, the capture process will loop back and begin overwriting the oldest files already captured in the series.

OK

Click this button to save the automatic capture setup.

Start/Stop Capture

Click this button to start and stop capturing a series of snapshots.

Save Current MediaManager Window Settings as a Profile

When you are satisfied with the way the MediaManager window looks, you can save your settings to a MediaManager profile.

- To save a new profile, click *Profile>Save As…* and specify a name for the new profile in the space provided. Click *OK*.
- To save over the current profile, click *Profile>Save….* The settings are automatically saved to the current profile. If the MediaManager window has not been saved, the *Save As* dialog appears.

Create a Shortcut to Open a MediaManager Window

Once you have saved a MediaManager profile, you can create a desktop shortcut to launch a MediaManager window using the saved profile.

1. In the MediaManager window, click *Profile>Create Shortcut*. The *Save Shortcut* dialog opens.
2. Browse to the location you want to save the shortcut to, and click *Save*.

Open an Existing Profile

1. Click *Profile>Open…*. The *Open* dialog appears.

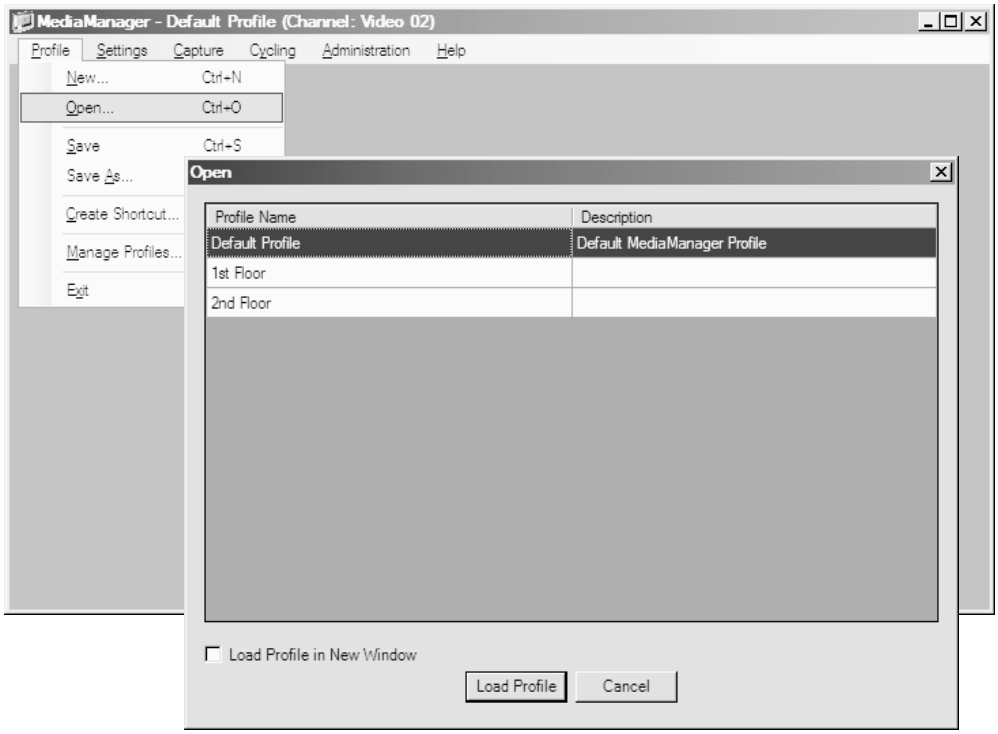


Figure 3-12

2. Select a profile and click *Load Profile*. The MediaManager window will change to reflect the settings specified in the profile, and the contents of the first channel in the profile will automatically be displayed.

Modify an Existing Profile

1. Open a MediaManager window with the profile you want to modify.
2. Modify the profile settings. You can change channel and window settings.
3. Once you have configured the current MediaManager window to your satisfaction, click *Profile>Save* to overwrite the current profile.

Manage Channels

The *Channel Configuration* dialog is accessed from the *Administration* menu. It allows you to quickly edit an existing channel; add, copy, or delete channels; or restore all default channels. For more information, see Manage Channels on page 2-6 in Software Setup and Administration.

Section 4

Managing the Display Wall

WallManager is a software application designed to allow multi-display wall management from a remote workstation.

This section includes:

- About WallManager
- Working with MediaManager
- Browser Setup for WallManager

4.1 About WallManager

WallManager is a "client-server" software package providing powerful and flexible remote management of a tiled multiple display wall. Use WallManager to manage users and determine their permissions, launch and control applications on the display wall, configure basic projector parameters, schedule tasks, and perform other related functions.

WallManager includes the following functionality:

- Monitors and handles all WallManager requests from client NT/2000/XP workstations
- Launches applications on the display wall as requested from clients
- Adjusts projector settings via RS-232 communications
- Monitors the network clock for scheduled scenarios

The WallManager service comes installed on your controller and runs automatically as a standard Windows service. It stores all user, task, projector, and schedule information as XML files on the controller. The service must be running on the controller for the WallManager client software to work.

WallManager is shipped with security turned OFF. You can enable WallManager security. You will then need to create users and specify their access levels. See Enable WallManager Security on page 2-21.

Users can access WallManager from client NT/2000/XP workstations via QuickLaunch, or from a browser. QuickLaunch also provides access to RemoteControl.

Applications, Tasks, Media, and Scenarios

WallManager works with scenarios that can include applications, projector tasks, and device tasks. You can select and lay out applications and tasks.

MediaManager is one of the supported applications and you can include profiles in scenarios.

Christie QuickLaunch

QuickLaunch provides fast and easy access to WallManager, RemoteControl, and Scenarios in WallManager.

See Initializing WallManager on page 2-16.

WallManager Layout

The four tabs in WallManager help to focus work tasks.

- WallView Tab
- Scenarios Tab
- Scenario Editor
- Administration Tab

WallView Tab

WallManager opens automatically in the *WallView* window. WallView provides a real-time, live representation of the display wall. The panel on the left lists available scenarios with status indicators that turn green when a scenario is running. The panel on the right shows the applications and media currently on the display wall.

Figure 4-1

You can select application windows and move, resize or close them. See Arrange the Display Wall in Real Time on page 4-29 for more information.

A right-click menu allows you to change the appearance of WallView. For example, you can turn LiveView ON or OFF, you can zoom the window, and you can display a grid and window labels.

You can also enable interactive mode and interact with applications on the wall directly. For example, you can select links in a browser displayed on the wall.

Scenarios

The panel on the left lists the scenarios available on the display wall. The right-click menu allows you to start and stop scenarios and to review their properties. You can double click a scenario to view the tasks that comprise it.

Display Wall Representation

The Display Wall Representation displays a real-time representation of the information shown on the display wall. You can selectively turn LiveView ON and see the contents of the windows as displayed on the wall. You can move, resize, or close the windows on the display wall using the mouse. The right-click menu provides access to options like minimize and move to the back or front.

You can enable *Interactive Mode* under the Window menu and work with applications as though they were running on your PC.

Edit Menu

Select All – Use this option to select all the windows.

Clear Selection – Use this option to deselect any selected windows.

View Menu

Zoom – Select from these options to help you focus on the part of the display wall you want to work with.

- *Zoom to fit* – Select this option to fit the contents of the display wall into the WallView window. This setting ensures you can see the entire display wall.
- *Zoom to Actual* – Select this option to zoom in to the display wall's resolution.

- *Zoom In* – Select this option to narrow the focus on a specific part of the display wall.
- *Zoom Out* – Select this option to view more of the wall display.

Snap to Grid – Select this option to toggle an underlying grid to make aligning windows easier.

Display Snap Grid – Select this option to show the underlying grid.

Screen Co-ordinates – Select this option to toggle screen co-ordinate labeling.

Screen Boundaries – Select this option to toggle boundary display.

Window Menu

LiveView – Use this option to view the selected window with content.

Interactive Mode – Enable this option to work with the content of the window as though the windowed application is running on your desktop. The quality of the interaction depends on your network speed.

Order – Use these options to position windows that overlap.

- *To Front* – Select this option to move the selected window on top of the other windows.
- *To Back* – Select this option to move the selected window behind the other windows.

Size – Use these options to quickly adjust the windows to a preset size.

- *Maximize* – Select this option to stretch the application across the entire display wall.
- *Minimize* – Select this option to minimize the selected window to the Display Walls task bar.
- *Fit to Display* – Select this option to fit the selected window to the screen. Select a window, right-click in the screen you want to fit the selected window to and click *Window>Size>Fit to Display*.

  Note: Some application windows may have properties that prevent them from being fit to the size and dimensions of the display. Such as, MediaManager windows with a locked aspect ratio, position, or size. Some applications like the Windows calculator do not resize.

- *Restore* – Select this option to restore minimized and maximized windows. Right-click in the *WallView* window and click *Size>Restore* and select the window you want to restore.
- *Close* – Select this option to close the application.

Scenarios Tab

The *Scenarios* tab allows you to build and schedule scenarios. Scenarios are groups of applications and/or media sources. By default, the tab opens with a list of existing scenarios on the left. Scenarios with green lights are running on the display wall. Those with red lights are not running. When you click a scenario, its details and schedule display on the right.

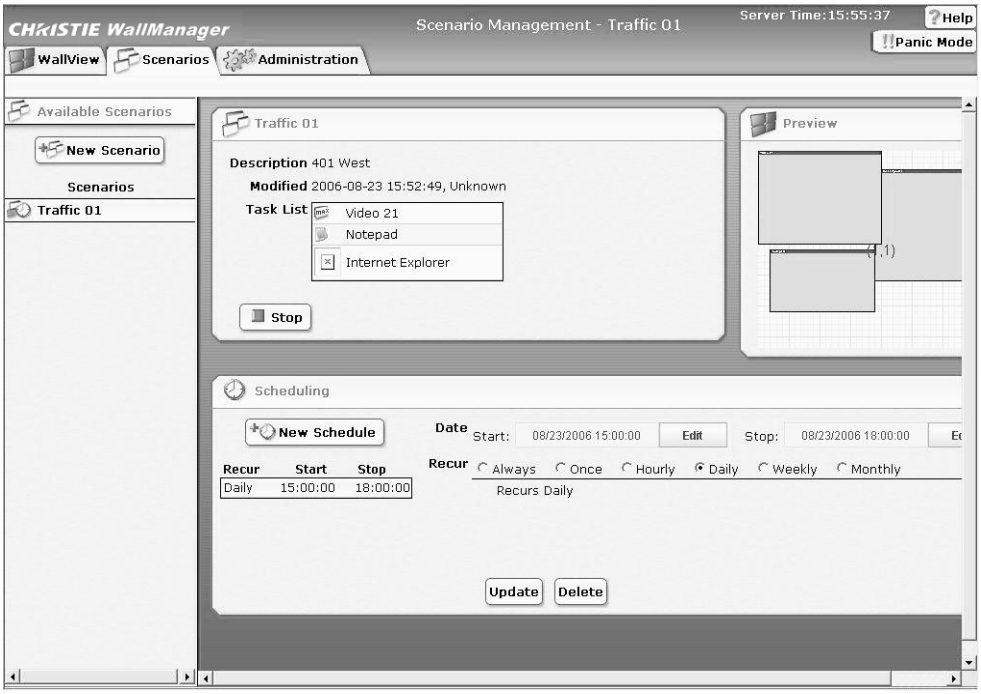


Figure 4-2

New Scenario

You can use the *New Scenario* button to create a new scenario.

Scenarios

The *Scenarios* panel lists the scenarios you have access to. If security is not enabled, all scenarios on the controller will appear on the list. If security has been enabled, you will see your own scenarios and the scenarios created by users whose security level is the same as or lower than your own.

If you click the *Edit* button in the *Scenarios* window, the scenario editing window appears. It includes a Layout View on the right, and lists of available applications, media sources, and existing scenarios that can be included on the left.

Details Panel

The first panel to the right of the *Scenarios* panel shows the current details of the selected scenario.

- Scenario Name – Identifies the selected scenario.
- Description – Displays the short description provided during the creation of the scenario.
- Level – Identifies the level of the owner of the scenario. This option is available only when security is enabled.
- Modified – Indicates when the scenario was last edited.
- Task List – Shows the tasks that comprise the scenario.
- Stop – Stops the selected scenario when it is running.
- Edit – Opens the scenario editor for the selected scenario.
- Delete – Deletes the selected scenario.

Preview

The Preview panel shows how the application and media windows in the scenario are laid out.

Scheduling

- New Schedule – Opens the scheduling tool.
- Schedule List – Shows all existing schedules for the selected scenario.
- Date – Identifies the dates when the scenario will be run automatically.
- Recur – Indicates how often the scenario should run in the specified time span.
- Create/Update – Saves scheduling changes.
- Delete – Deletes the selected schedule.
- Cancel – Dismisses unsaved changes and resets the window.

Scenario Editor

The *Scenario Editor* window allows you to create and edit collections of applications and media windows that can be saved and scheduled.

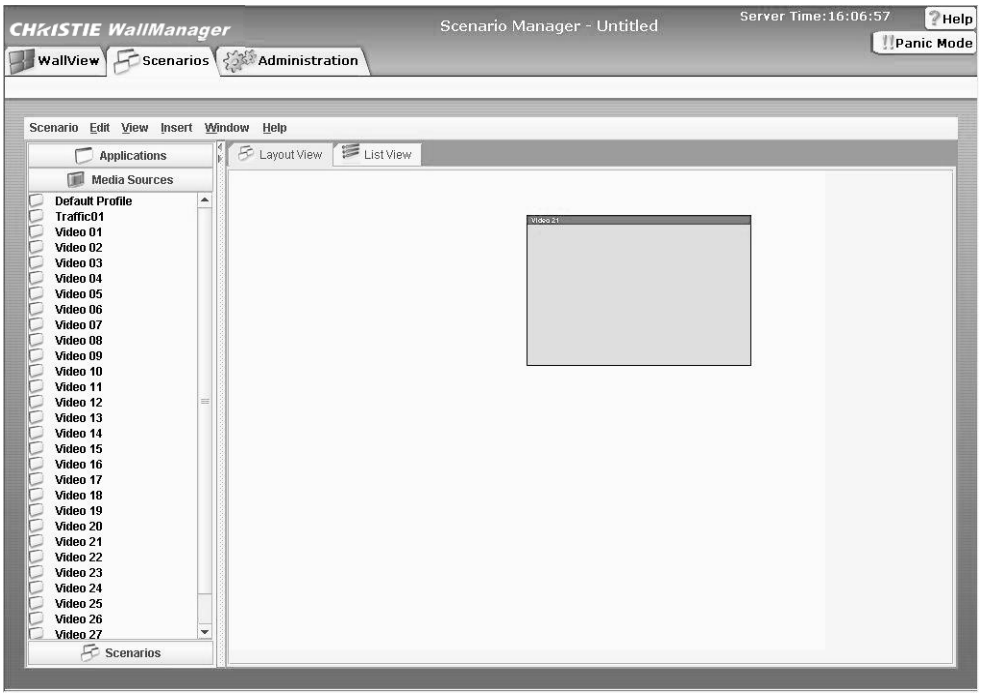


Figure 4-3

Selection Panel

The panel on the left lists the items that can be included in a scenario. Select an item by clicking and dragging it onto the Preview tab on the right. Items are grouped into three categories: applications, media sources, and scenarios.

Note: The Media Sources list includes all the MediaManager channels and profiles defined on the controller. If the name of a MediaManager channel is changed, each scenario that references the changed channel will need to be updated to reflect the new channel name.

Scenario Details

The panel on the right shows the current scenario in one of two modes:

- Layout View – By default the scenario is shown in Layout View: a wire representation of the display wall and the displayable items in the scenario. Right-clicking on the Preview tab provides quick access to menu options. If you right-click on a selected window, you can also view the items properties.

- List View – Click the *List View* tab to show a list of all the items in the scenario including the non-displaying projector and device tasks. Projector and Device tasks can only be added in the *Tasks* tab. Right-clicking on the *Tasks* tab allows you to quickly delete the selected item, and provides quick access to the Insert menu options.

Scenario Menu

- *New* – Select one of these options to create a new scenario.
- *New>New* – Select to clear the current scenario and start a new scenario with a blank screen.
- *New>Snapshot* – Select to clear the screen and start a new scenario based on the current contents of the wall display.
- *Open* – Select this option to open an existing scenario for editing.
- *Save* – This option is available when you save changes to an existing scenario.
- *Save As* – Select this option to save a new scenario.
- *Properties* – This option opens the Scenario Properties dialog which identifies the security level required to run the scenario and the scenario's original author.
- *Exit* – Select this option to dismiss unsaved changes and exit the Scenario editing application.

Edit Menu

- *Cut/Copy/Paste* – Select these standard menu commands to copy or cut items out of the scenario.
- *Auto Arrange* – Select this option to have WallManager arrange your windows.
- *Align* – Select two or more windows and click one of the *Align* options to align all of the windows with the first selected window.
- *Size* – Select two or more windows and click one of the *Size* options to resize the selected windows according to the sizing of the first selected window.
- *Delete* – Use this option to delete the selected window(s).

- *Select All* – Use this option to select all the items on the Preview tab.
- *Clear Selection* – Use this option to deselect the items on the Preview tab.

View Menu

- Zoom – Select one of the Zoom options to help you focus on the part of the display wall you want to work on.
- Enable Snap to Grid – Check this option to force windows to snap to an underlying grid.
- Display Snap Grid – Check this option to show the underlying grid.
- Screen Co-ordinates – Check this option to show screen labels in display wall preview.
- Screen Boundaries – Check this option to show the boundaries between the screens that make up the display wall.
- Wall Preview – Check this option to show wire-frame windows for the applications and media currently showing on the display wall.

Insert Menu

- Device Task – Select this option to open the *Insert Device Task* dialog from which you can select tasks for inclusion in the scenario.
- Projector Task – Select this option to open the *Insert Projector Task* dialog from which you can select projector tasks for inclusion in the scenario.
- Stop Scenario – Select this option to open the *Stop Scenario* dialog from which you can select scenarios that should be stopped before the current scenario is run.

Window Menu

- Maximize – Select this option to maximize the selected window across all displays.
- Fit to Display – Select this option to maximize the selected window to a single display device (screen).

- Send to Back – With overlapping windows, use this option to move the selected window behind the others.
- Send to Front – With overlapping windows, use this option to move the selected window in front of the others.

Administration Tab

The *Administration* tab displays basic status information about the controller and display wall. It also provides access to WallManager security and configuration information. When security is enabled, only those options to which you have permissions will be displayed.

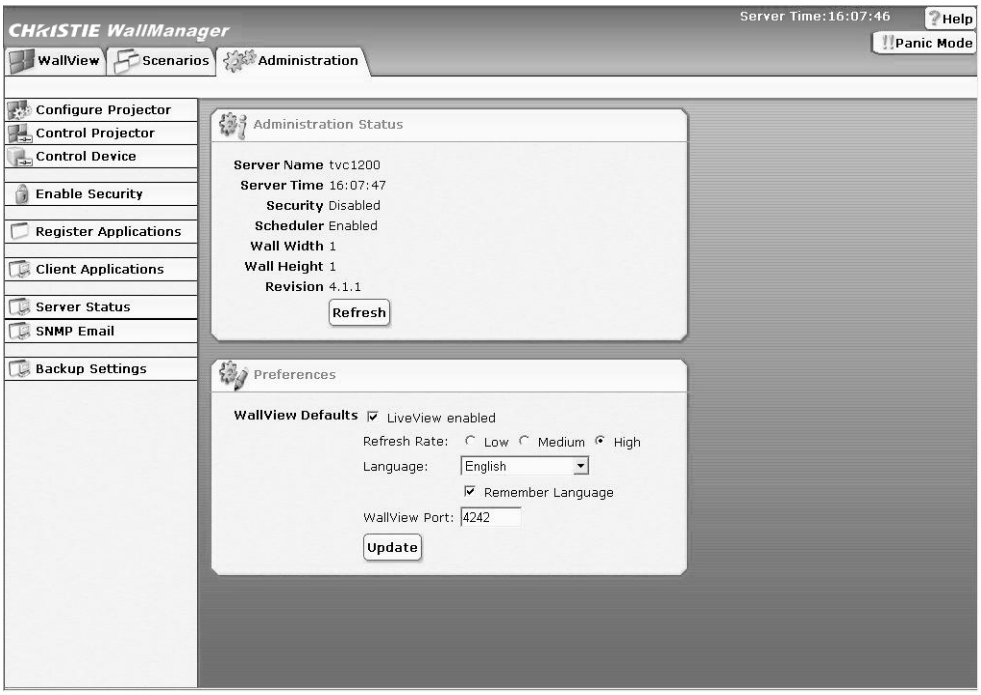


Figure 4-4

Note: The user management functions are available only when security is enabled.

Navigation Panel

Configure Projector

On the Projector Configure page you can identify the projector model, the COM port the projectors are connected to and the Baud Rate. This information is required only if you plan on using Projector Control.

Control Projector

Projector control allows you to specify projector properties such as brightness, contrast, power ON/OFF, standby, or test patterns. You can apply the changes immediately or save the settings to a file that can be included in a scenario. For example, you can dim all but one projector to bring the focus clearly to one area of the screen where an application is starting.

Control Device

Device control allows you to create device tasks that can be included in scenarios. You can apply the changes immediately or save the settings to a task that can be included in a scenario.

Enable/Disable Security

Enable Security is only available when security is disabled. It allows you to create an administration ID that can then be used to create user IDs and to set access levels in WallManager. The button toggles to Disable Security when security has been enabled.

Groups & Users

The Groups & Users option is only available when security is enabled in WallManager. It lists existing users grouped by security level. You can add users and adjust access to WallManager functions for both groups and individual users. This option is available only when security has been enabled.

Register Applications

Registered Applications lists the applications that can be run on the display wall. You can edit the existing list, or an individual application's properties. The list is compiled automatically based on the contents of the controller's Program Files directory. MediaManager is automatically registered.

Client Applications

Client Applications provides access to client applets, such as the Christie QuickLaunch bar and RemoteControl.

Server Status

Server Status displays a summary of the current status of the WallManager server. The *Server Status* window and the e-mail notification setup windows are not available on the FRC5000 or the FRC5100.

SNMP Email

SNMP Email allows you to specify the email server and address that will be used to send server status messages. You can also manage the list of emails that will be notified in the event that server status changes.

Administration Status

Server Name

The Server Name Identifies the WallManager server.

Server Time

Indicates the server time.

Security

Security indicates whether security is enabled or disabled.

Scheduler

Scheduler indicates whether scheduling is enabled or disabled.

User Name/Group Name/Level

Identifies the current user, the group the user belongs to, and the security level of the user.

Wall Width/Height

Wall width and height indicate the layout of the screens that make up the display wall. For example, a wall width of 2 and a wall height of 1 would indicate a 2x1 wall.

Revision

Revision identifies the version of the MASTER*Suite* software.

Refresh

Updates the status information.

Preferences

WallView Defaults – LiveView Enabled

LiveView Enabled indicates the default state of WallView when it opens.

- Check indicates that LiveView is enabled and windows automatically display their content on the client PC.
- Unchecked indicates that LiveView is disabled and windows automatically display as wire frames on the client PC.

Refresh Rate

Refresh Rate identifies the refresh rate used for LiveView. The default setting is High. If you experience slow browser response, consider lowering the refresh rate. The actual speed will depend on your CPU, memory and the number of clients accessing the server.

Language

Language allows you to specify the language WallManager will use for dialogs and messages. Changes to the language are immediate.

Remember Language

Remember Language indicates whether WallManager will remember the language selection.

- Checked indicates that WallManager will remember the language selection. Cookies must be enabled for this option to work.
- Unchecked indicates that WallManager will reset to the default English next time your restart WallManager on the client PC.

WallView Port

WallView Port identifies the port WallView uses to communicate with the server. This setting should only be changed by system administrators.

Update

Update applies the settings in the *WallView Defaults* panel.

Client Application Window

Connect RemoteControl

RemoteControl allows you to control the display wall cursor with your remote mouse and keyboard.

QuickLaunch

QuickLaunch allows you to install the QuickLaunch bar on your desktop for easy access to the WallManager functions you need most. The QuickLaunch bar is configurable.

Install WallLaunch

Install WallLaunch allows you to install WallLaunch on your desktop for easy access to the Scenarios on the controller.

Install RemoteDesktop Client

Install RemoteDesktop Client allows you to install and configure the RemoteDesktop Client, and use your desktop as a source for MediaManager on the display wall.

Server Status Window

The Server Status window displays the status of your server and key components.

Note: The Server Status window and the e-mail notification setup windows are not available on the FRC5000 or the FRC5100.

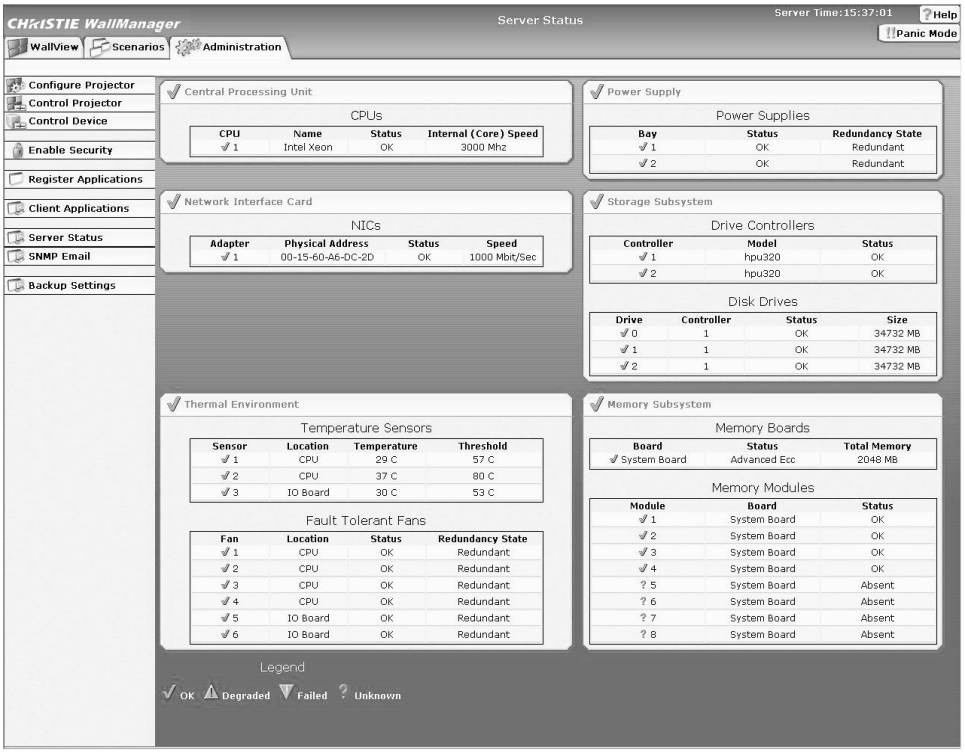


Figure 4-5

Ok ✓

Checked components are in working order.

Degraded ⚠

Components marked with a caution triangle are not functioning at their optimum level.

Failed ▼

Components marked with warning triangle are not functioning at all.

Unknown ?

The state of the component cannot be determined automatically.

SNMP Email

The *SNMP Email* window allows you to specify an SNMP email server and notification recipients.

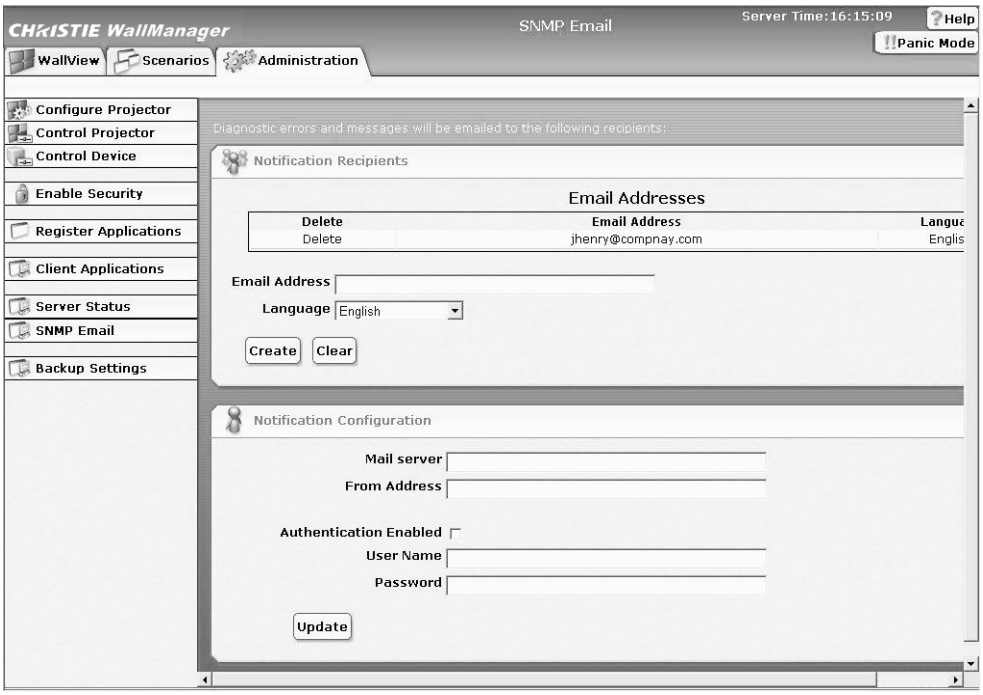


Figure 4-6

Email Addresses

Lists the email accounts that will be notified when the status of a component changes.

Delete

Deletes the corresponding contact from the list.

Email Address

Identifies the email address to add to the notification list.

Language

Specifies the language to use for the contact.

Create

Adds the new contact to the list.

Clear

Clears the fields used to add email addresses to the list.

Mail Server

Identifies the mail server to use for notifications.

From Address

Identifies the email address from which notifications will be sent.

Authentication

Enables or disables email authentication. Check this option if the email server requires authentication. If you check this option, you must fill in the User Name and Password.

User Name/Password

Identifies the account that has permissions to use the mail server to send email.

Update

Saves the server information.

4.2 Working With WallManager

This section provides information about getting content displayed on the display wall:

- Install QuickLaunch on a Workstation
- Start WallManager
- Create a New Scenario
- Build a New Scenario
- Create a New Scenario From a Snapshot
- Add Content to the Scenario
- Add an Application
- Add a MediaManager Window
- Add a Scenario
- Arrange the Layout of the Scenario
- Add a Device to the Scenario
- Add a Device Task
- Change the Projector Settings in the Scenario
- Start a Scenario
- Quick Start a Scenario
- Start a Scenario in WallView
- Start a Task Without Starting the Scenario
- Start a Scenario Automatically by Scheduling It

Additional Tasks:

- Open a Scenario for Editing
- Arrange the Display Wall in Real Time
- Working with Wire Frames and LiveView
- Moving an Application
- Resizing an Application
- Maximizing an Application
- Closing an Application
- Working in Interactive Mode
- Stop a Scenario
- Stop a Scenario Manually
- Stop a Scenario Through Scheduling
- Stop a Scenario with another Scenario

- PANIC Mode
- Shutting Down WallManager

Notes: 1) See Software Setup and Administration on page 2-1 for information about administrative tasks; such as creating new WallManager users, registering applications and changing security options. 2) See Remote Operation – Client PC on page 5-1 for information about interacting with the wall from a remote workstation.

Install QuickLaunch on a Workstation

QuickLaunch provides quick and easy access to WallManager, RemoteControl and Scenarios. To install QuickLaunch, you will need to access WallManager through a browser. See Initializing WallManager on page 2-16.

Start WallManager

To start WallManager, click *WallManager* on the *QuickLaunch*. If security has been enabled, you will be prompted to login to Christie QuickLaunch with a valid user name and password.

Notes: 1) To install QuickLaunch, see Initializing WallManager on page 2-16. 2) For information about starting scenarios and tasks, see Start a Scenario on page 4-26.

Create a New Scenario

You can build a scenario from scratch or you can capture the current wall display layout.

The scenario editor makes a temporary record of the scenario in progress. If you leave the editor to view other information in WallManager you are prompted to save the scenario. You do not have the option of editing the previously started scenario.

- Build a New Scenario
- Create a New Scenario From a Snapshot

Note: If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.

Build a New Scenario

1. In *WallManager*, click the *Scenarios* tab. The *Scenario Management* window appears.
2. Click *New Scenario*. The scenario editing window appears.

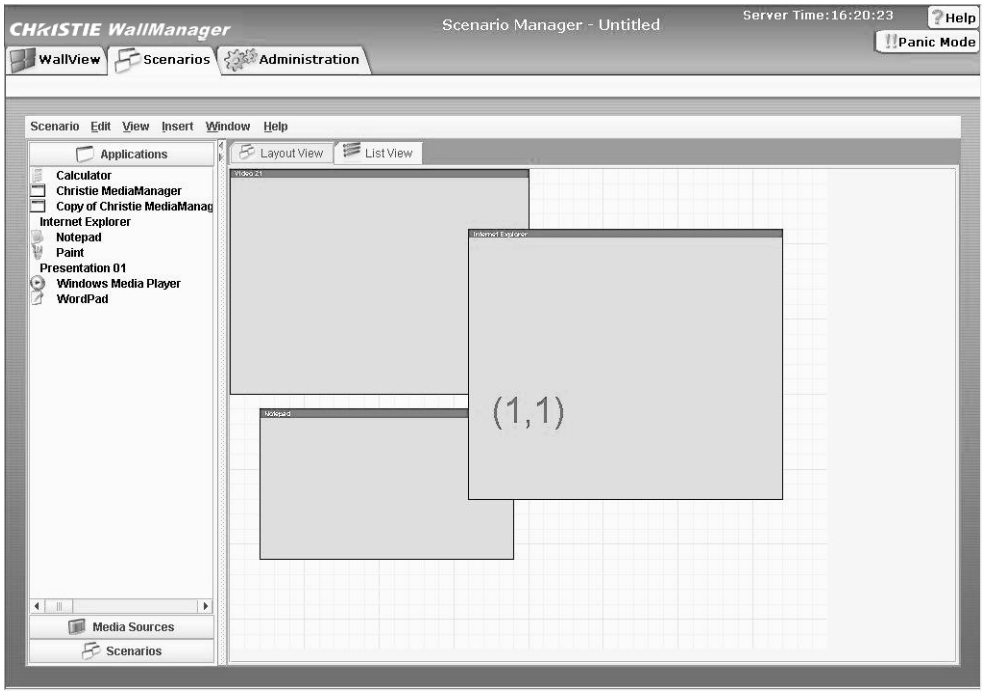


Figure 4-7

3. For each application or media window that you want to include in the scenario, click the desired icon in the left panel and drag it to the area of the *Layout View* tab where you want the new window to appear. For more information on adding applications and media to the display wall, see Add Content to the Scenario on page 4-21.
4. Right-click the application or media window and select *Properties*. The appropriate *Properties* dialog appears. Configure the application or media window if required. For example, if you selected PowerPoint, you can identify a specific ppt file to display.
5. When you are satisfied with your layout, click *Scenario>Save As…*.
6. Enter a name for the scenario and click *OK* to confirm.

Notes: 1) You can display wire frames for the applications currently running on the display wall to help you position additional applications around them. Click View>Wall Preview. 2) You can move and resize windows by clicking and dragging.

Create a New Scenario From a Snapshot

1. Lay out the display wall the way you want it to look. For more information see Arrange the Layout of the Scenario on page 4-23.
2. In the *Scenario Editor*, click *Scenario>New>Snapshot*. WallManager captures the applications and media windows running on the display wall. Each window is automatically configured with its proper program name, working directory, and current position and size.

Note: When creating a scenario from a snapshot, WallManager will ignore windows associated with the operating system. For example, it will not capture Explorer folders. To include an Explorer window in your scenario, you will need to add it manually. For more information see Add an Application on page 4-21.

Add Content to the Scenario

Note: If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.

- Add an Application
- Add a MediaManager Window
- Add a Scenario

Add an Application

1. In the *Scenario Editor*, if the list of applications is not currently displayed in the left panel of the *Scenario Editor*, click *Applications*.
2. Click and drag the desired application icon from the left panel to the *Layout View* panel. The wire-frame for the new window appears in the *Layout View* tab.

Note: You can click and drag a wire frame to position or size an application or media window.

3. Right-click the window and select *Properties*. The *Properties dialog* appears.
4. Specify a working directory and command line parameters in the *Working Directory* and *Command Line* fields as required, and click *OK*.

Note: Command Line parameters can include start up files (for example, initialization, configuration, images, etc.) and data files (for example, .pdf, .xls, etc.)

Add a MediaManager Window

Media sources include configured profiles, as well as default profiles for each available channel.

Note: Channel properties cannot be changed from WallManager. To change channel properties, see Edit Channel Properties on page 2-8.

1. In the *Scenario Editor*, if the list of media sources is not currently displayed in the left panel of the Scenario Editor, click *Media Sources*.
2. Click the media source and drag it to the area where you want it to appear on the display wall. The wire-frame for the new window appears in the *Layout View* tab.
3. Right-click the new window and select Properties. The *MediaManager Properties dialog* appears.

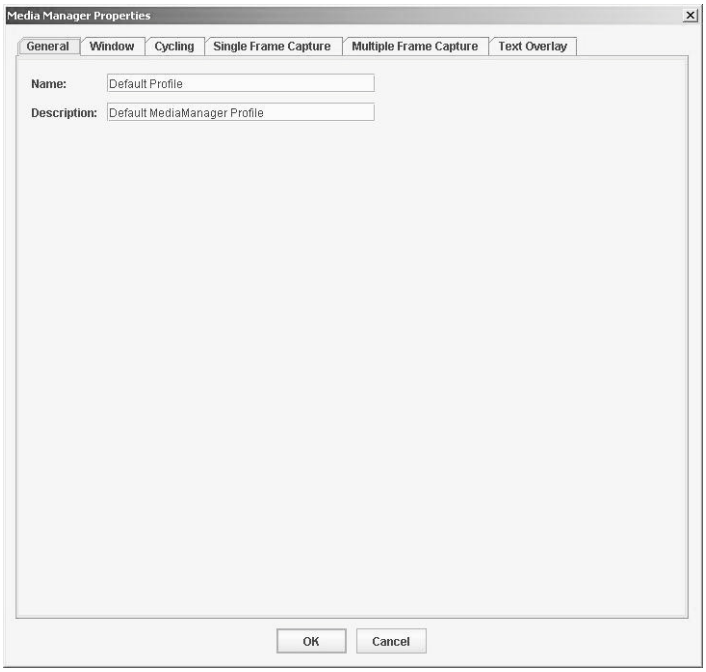


Figure 4-8

For each MediaManager window you want to include in the scenario, WallManager automatically applies any channel and profiles settings you have set up in MediaManager. You can review and change them using the *MediaManager Properties* dialog.

A number of settings are not applied because they do not make sense in the context of scheduled scenarios. For example, the ability to review a snapshot has been removed from the *Single Capture* tab.

Please refer to the MediaManager section for information about the individual settings.

Note: Changes implemented using this dialog are saved with the scenario only. To change a profile permanently, you will need to work with the full version of MediaManager on the controller.

Add a Scenario

You can add an existing scenario to a new scenario in the same way that you add applications and media sources, by clicking a scenario in the list at the left and dragging it to the Layout View. When you add a scenario, the windows and tasks are added to the current scenario. No connection to the selected scenario is maintained, that is, the scenario that was included can be changed or deleted without affecting the current scenario.

Arrange the Layout of the Scenario

The *Scenario Editor Layout View* panel is an interactive tool that allows you to easily arrange the layout of the scenario.

- To move a window to a new position, click-and-hold anywhere in the window and drag it to the new position.
- To align windows, select two or more windows by SHIFT-clicking or by CTRL-clicking and click one of the *Edit>Align* options to align all of the windows with the first selected window
- To size a window, move the cursor over an edge or corner of the window until the cursor turns into a double headed arrow and click-and-drag to its new size.
- If you are creating a scenario to work with an existing scenario, you can start the existing scenario on the display wall and in the editor click *View>Wall Preview*. The scenario running on the display wall appears in lighter shades. You can then size and position your new windows to best work with the existing content. The windows of the running scenario cannot be changed.

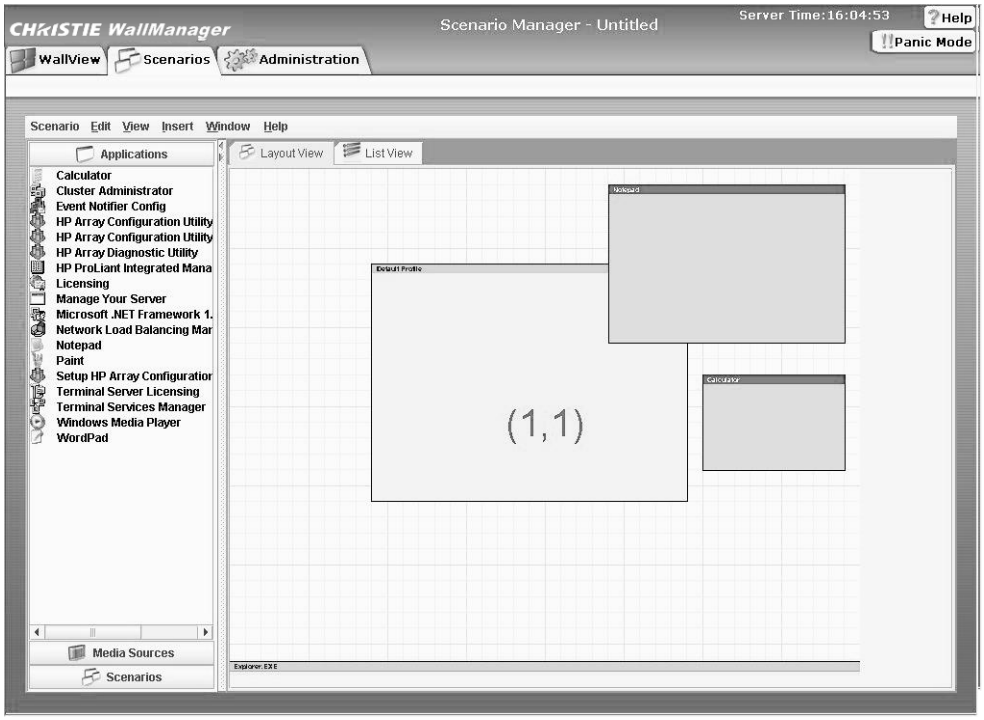


Figure 4-9

- To display screen boundaries and screen labels if you are working with a large multi-display, enable *View>Screen Boundaries*.
- To force windows to snap to an underlying grid to make aligning windows easier, enable *View>Enable Snap to Grid*.

Add a Device to the Scenario

Please note that WallManager users rarely work with projector and device tasks. For information about creating projector tasks and device tasks, see Section 3.

- Add a Device Task
- Change the Projector Settings in the Scenario
- Remove a Task

Add a Device Task

WallManager allows you to include device tasks in addition to projector tasks. For example, you can include a task in a scenario to open a curtain or adjust the room lighting.

1. In the *Scenario Editor*, click *Insert>Device Task…*. The *Insert Device Task* dialog appears.

Figure 4-10

2. Click to select the device to be added and click *OK*.

Note: Device tasks do not appear in the Layout View mode. They appear only on the List View.

Change the Projector Settings in the Scenario

WallManager allows you to include projector tasks to change the projector settings for a scenario. For example, on a media wall, you can dim all but one screen to highlight the information showing on that one screen.

1. In the *Scenario Editor*, click *Insert>Projector Task…*. The *Insert Projector Task* dialog appears.

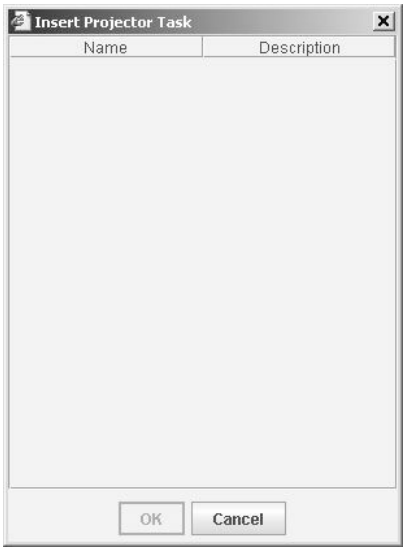


Figure 4-11

2. Click to select the projector task to be added to the scenario and click *OK*.

Note: Projector tasks do not appear in the Layout View mode. They appear only on the List View.

Remove a Task

To remove a task, select the task in the *List View* and press *Delete*.

Start a Scenario

- Quick Start a Scenario
- Start a Scenario in WallView
- Start a Task Without Starting the Scenario
- Start a Scenario Automatically by Scheduling It

Quick Start a Scenario

QuickLaunch provides the easiest access to scenarios.

From the *QuickLaunch bar*, click the *Scenario* you want to start.

Note: You can add scenarios to the QuickLaunch bar by right-clicking on the QuickLaunch bar and selecting Configure. On the QuickLaunch Configuration dialog, click to select the scenarios you want to add.

Start a Scenario in WallView

The *WallView* tab lists all available scenarios. Each scenario can be exploded to show the tasks that comprise the scenario. Each scenario has a status indicator: scenarios that are running have a green indicator; scenarios that are not running have a red indicator.

1. On the *WallView* tab, right-click a scenario in the left panel to select it and to access the menu.
2. Click the *Start Scenario* option.

   The scenario's status indicator will change to green and the scenario's content will appear on the display wall

Note: If you want to review the layout of a scenario before starting it, you can right-click the scenario and click View Scenario to open the Scenario view with the details of the selected scenario displayed.

Start a Task Without Starting the Scenario

1. On the *WallView* tab, double-click a scenario in the left panel to explode the scenario and view the tasks that comprise it.
2. Right-click a task to select it and access the menu.

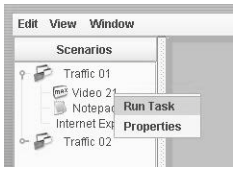


Figure 4-12

3. Click the *Run Task* option.
   - If the task is a media window or an application, the contents window appears in the display area of the *WallView* tab.
   - If the task is a device control task, the instructions are sent to the appropriate device immediately.

Start a Scenario Automatically by Scheduling It

You can schedule a scenario to run once, or you can create a recurring schedule, for example hourly or weekly. WallManager checks for scheduled events at startup and at regular intervals while it runs.

1. On the *Scenarios* tab, click a scenario to select it. The details of the scenario appear in the right panel, including scheduling information.

2. In the *Scheduling* section, click *New Schedule*.
3. To identify when the scenario can be run, specify a *Start date and time* and an *End date and time*. For example, you can specify that a scenario can be run from June 1, 1 pm to June 30, 2pm.
4. Select the run frequency from the *Recur* options. The applications, media windows and device tasks will be run at the specified time interval, during the date and time periods specified. Expanding the current example, if you select *daily*, the scenario will be run every day between the specified times.
   - If you select the *Weekly* option, you will need to specify which days of the week apply.
   - If you select the *Monthly* option, you will need to specify the dates that apply.
5. Click *Create* to add the schedule to the scenario.

Open a Scenario for Editing

You can edit an existing scenario to add or remove windows, change position or sizing.

Note: If security is enabled, you must login with Edit Scenario permission in order to access the scenario editor.

1. In *WallManager*, click the *Scenarios* tab. The *Scenario Management* window appears.
2. Click the scenario you want to edit. The Scenario's details and schedule appear in the right panel.

3. In the right panel, click *Edit*. The scenario editing window appears with the scenario loaded.

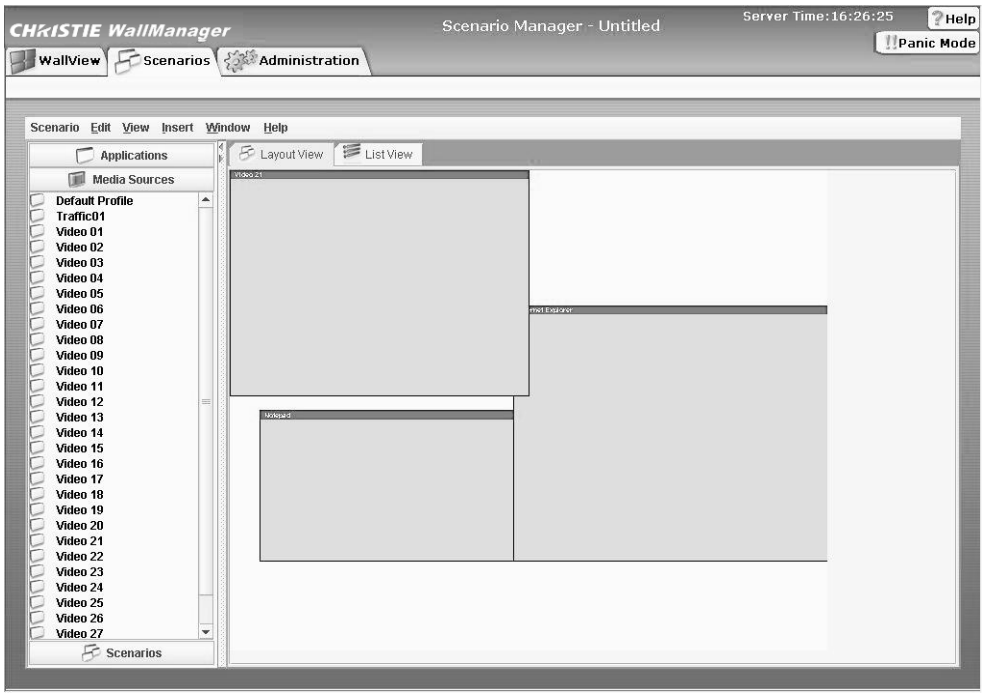


Figure 4-13

Note: If the scenario is running, you will need to stop the scenario before you can edit.

4. Edit the scenario:
   - Remove windows
   - Add windows
   - Resize and reposition windows
5. Edit the scenario's properties, for example the scenario name and security level. Click *Scenario>Properties*.
6. When you are satisfied with your changes, click File>Save.

Arrange the Display Wall in Real Time

WallView provides a real-time, live representation of the display wall. You can interact with the wall display by manipulating the windows in WallView.

- Working with Wire Frames and LiveView
- Moving an Application
- Resizing an Application
- Maximizing an Application
- Closing an Application

Note: If security is enabled, you must login with WallView View and WallView Edit permissions in order to work with the display in real time.

Working with Wire Frames and LiveView

LiveView allows you to manipulate the display wall windows with or without the content showing. If you have a large number of media windows on the wall display, you may find it easier and faster to work with WallView if you turn LiveView OFF for some or all of the windows.

1. On the *WallView* tab, click to select a window. The window will be highlighted with a border. CTRL+click to select multiple windows.
2. Right-click to access the menu.
   - Uncheck *LiveView* to display the selected window as a wire frame
   - Check LiveView to display the selected window's content

Moving an Application

Select the application as described above and then use the left mouse button to drag to a new location. This re-location is temporary—upon re-launch, the application returns to the location specified in your scenario.

Resizing an Application

Select the application and then use the left mouse button to drag the borders of the application. This resizing is temporary—upon re-launch, the application returns to the size specified in your Task List. When resizing, certain applications will crop at some point.

Maximizing an Application

To maximize an application so that it fills your entire allotted display area, select the application and right-click to access the menu. Select *Size>Maximize*.

Closing an Application

Select the application and right-click to access the menu. Select *Window>Close*.

Working in Interactive Mode

WallView includes an interactive mode that allows you to work on your PC with applications that are running on the display wall. In this way you can accurately manipulate the display wall when you cannot see it.

1. On the *WallView* tab, right-click the wall display and check *Interactive Mode*. If you highlighted one of the windows, the selected application is automatically zoomed to actual size and brought into focus ready for your input.
2. Use your mouse and keyboard to control the cursor and manipulate the application.

   The cursor on your desktop is mirrored on the display wall. Your interaction with the application on your desktop is mirrored on the display wall as well.

Note: Interactive Mode provides full access to MediaManager functionality. Use the right-click menu to access options. Because interactive mode works with the files and applications running on the controller, the changes you make will be saved with the channels and profiles you work with.

Stop a Scenario

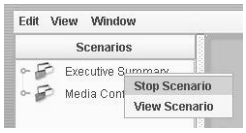
- Stop a Scenario Manually
- Stop a Scenario Through Scheduling
- Stop a Scenario with another Scenario

Note: If security is enabled, you must log in with Scenario Stop permissions in order to be able to stop scenarios.

Stop a Scenario Manually

The *WallView* tab shows a list of available scenarios in the left panel. The wall display representation shows the applications that are currently running.

In the scenario list at the left, right-click the scenario you want to stop and select *Stop Scenario*. The applications that belong to the scenario are removed from the display wall and the status indicator turns red.



Note: You can stop any window on the display by clicking to highlight it and right-clicking to access the Close option.

Stop a Scenario Through Scheduling

Scenarios can be scheduled for a specific time span. When the time span expires, the scenario will automatically close down.

Stop a Scenario with another Scenario

Scenarios can include Stop Scenario tasks. These tasks specify scenarios that will be shut down before the new scenario is started.

1. To include a Stop Scenario task in your scenario, click *Insert>Stop Scenario*. A dialog opens with a list of available scenarios.
2. Click the scenario you want to stop and click *OK*.

PANIC Mode

PANIC mode shuts down the WallManager scheduler so that no new scenarios can be started on the display wall automatically. Scheduling will be enabled again when PANIC mode is turned OFF.

If security has been enabled, users with a lower security level than the user who initiated PANIC mode will be unable to interact with the display wall until PANIC mode is turned OFF. If their session is closed during PANIC mode, these users will not be able to login again until PANIC mode is turned OFF.

- To initiate PANIC mode, click the *!!PANIC Mode* button at the top right of the *WallManager* window. If security has been enabled, PANIC mode can only be initiated by users with PANIC mode permission.
- To exit PANIC Mode, click the *!!PANIC Mode* button at the top right of the *WallManager* window. If security is enabled, you must have security level equal to or higher than the user who initiated PANIC mode.

Shutting Down WallManager

Close WallManager at any time. Anything scheduled to run through this client will run as long as WallManager is still running on the server. Closing WallManager on one client does not affect other WallManager clients.

To shut down WallManager, close the browser window.

4.3 Browser Setup for WallManager

Browser setup affects how WallManager looks and functions.

This section includes the following:

- Internet Explorer
- Firefox

Internet Explorer

To check your Internet Explorer settings:

1. In Internet Explorer, click *Tools>Options*. The *Internet Properties* dialog appears.
2. Click the *Advanced* tab.

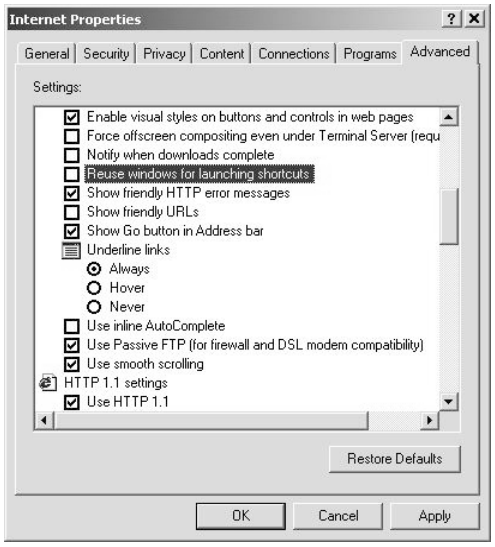


Figure 4-14

3. In the *Browsing* section, ensure the *Reuse windows for launching shortcuts* option is unchecked.

4. In the *Java (Sun)* section, ensure the *Use JRE 1.5.0_08 for <applet>* option is checked.

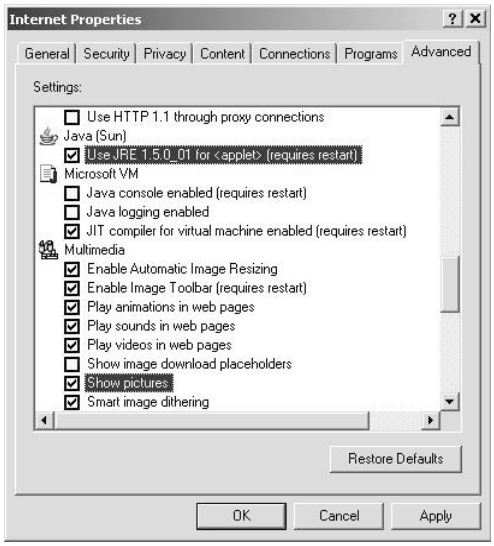


Figure 4-15

5. In the *Multimedia* section, ensure *Show Pictures* is checked.
6. Close the *Internet Properties* dialog.

Firefox

To check your Firefox settings:

1. In Firefox click *Tools>Options*. The *Options* dialog appears.

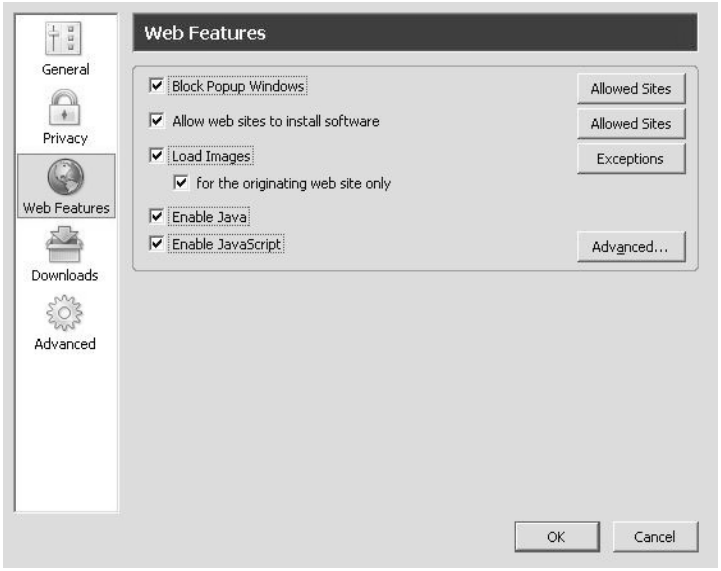


Figure 4-16

2. Click *Web Features* in the navigation panel at the left.

3. In the *Web Features* panel, if the *Block Popup Windows* option is checked, click the *Allowed Sites* button. The *Allowed Sites* dialog appears.

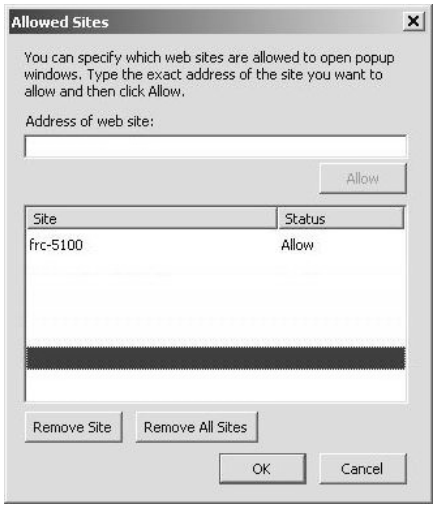


Figure 4-17

4. Add the controller host name to the list of sites that can display pop-ups and click *OK*.
5. Ensure the *Load Images, Enable Java*, and *Enable JavaScript* options are checked in the *Web Features* panel.
6. Click *Advanced* in the navigation panel at the left.

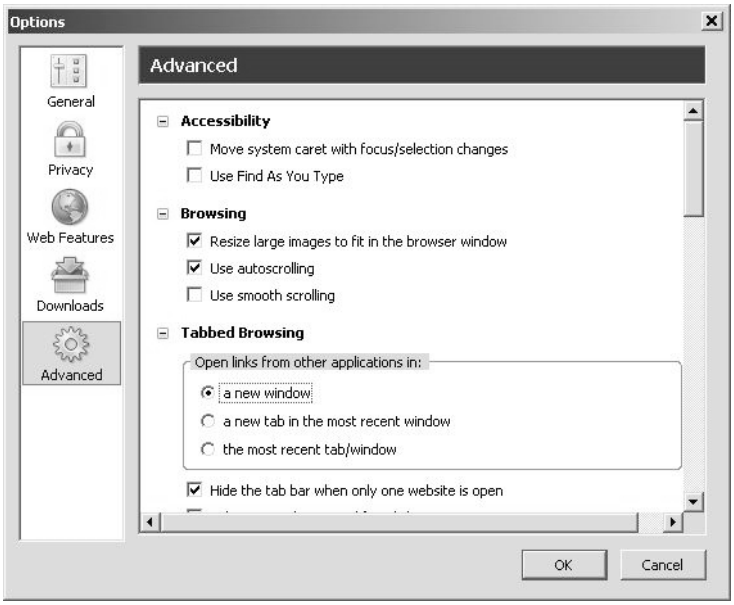


Figure 4-18

7. In the *Advanced* tab, ensure the *Open links from other application in* option is set to *a new window*.
8. Click *Ok* to close the *Options* dialog.

Section 5

Remote Operation – Client PC

MASTER*Suite* includes the following options for remote operation of, and remote interaction with, the display wall.

- RemoteControl allows you to control the display wall using the mouse and keyboard at a remote PC. See RemoteControl on page 5-2.
- RemoteDesktop allows you to set up a client PC as a source for MediaManager. You can control the display of the desktop through MediaManager. See RemoteDesktop on page 5-9.
- WallLaunch allows you to start existing scenarios on the display wall without starting WallManager. WallLaunch can be run on the controller or on a remote PC desktop. See WallLaunch on page 5-19
- Christie RS-232 Control Server allows you to start and stop scenarios using a serial control device like Crestron or AMX. See Christie RS-232 Control Server on page 5-25.
- QuickLaunch allows you to start existing scenarios on the display wall without starting WallManager. QuickLaunch can be run on the controller or on a remote PC desktop. For more information, see Installing QuickLaunch on page 2-18.
- Interactive Mode is part of WallManager and allows you to work remotely with applications running on the display wall. The applications display in WallManager on the client PC. Interactions with applications in WallManager are duplicated in real time on the wall display. For more information, see Working in Interactive Mode on page 4-30.

5.1 RemoteControl

WallManager includes the ability to take control of the wall display cursor using a remote workstation's mouse and keyboard. Depending on how RemoteControl has been configured, a user with a higher security level may be able to take control from a user with a lower security level. The system will notify you if someone else gains control.

RemoteControl involves the following two components:

- RemoteControl Server
- RemoteControl Client

RemoteControl Server

The following section contains:

- RemoteControl Server Setup
- RemoteControl Server Dialog
- RemoteControl Server Settings Dialog
- Troubleshooting RemoteC

RemoteControl Server Setup

The controller comes installed with RemoteControl software. RemoteControl allows you to control the controller keyboard and mouse using IP protocol from a remote networked workstation. The remote workstation must be running Windows NT 4.0, Windows 2000, or Windows XP. If WallManager security is enabled, the user at the remote workstation must login with a valid WallManager username and password.

RemoteControl runs as a service on the controller and displays an icon in the controller's system tray.

Figure 5-1

1. On the controller, double-click the *RemoteControl Server* icon in the system tray. The *RemoteControl Server* dialog appears.

Figure 5-2

2. Click *Settings*; the *Settings* dialog appears with the *Configuration* tab displayed.

Figure 5-3

3. Accept the default values for *Port* and *Timeout*. If you need to change the values, please contact your system administrator for appropriate settings.
4. Select the language option and *Save.*

5. To restrict access to the display wall to a list of specific IP addresses, click the *Access Control* tab. The *Access Control* dialog appears.

Figure 5-4

6. Check the *Restrict Access to hosts in the list above* option.
7. Click *Add*, enter the IP address of the computer that can access the display wall, and click *OK*.
8. Repeat for each IP address you want to be able to access.
9. Click *Save* to save the setup information.

Note: You can also use WallManager's security to restrict users by name. Ensure WallManager security is enabled. Enable RemoteControl permission only for those users who should have access to this function. Only users with valid WallManager accounts and with RemoteControl permission will be able to use RemoteControl.

RemoteControl Server Dialog

The *RemoteControl Server* dialog provides status information about the RemoteControl function.

Status Log

Shows the status of RemoteControl.

Settings

Opens the *Settings* dialog and allows you to specify connection information and to control access to specified IP addresses.

Clear Log

Select this option to clear the *Status Log*.

Exit

Select this option to exit the *RemoteControl* dialog.

Clients Connected

This field identifies the number of computers that have an open RemoteControl connection.

Client in Control

This field identifies the WallManager user who is currently in control of the display wall cursor.

RemoteControl Server Settings Dialog

Use the *Settings* dialog to change connection parameters and to limit access to specific IP addresses.

Port

Identifies the port that the server listens to for requests from the RemoteControl client. Use the default value. If you need to change the port number, contact your network administrator.

Timeout

Identifies the length of time that a connection can be idle before it is disconnected. Use the default value. If you need to change this value, contact your network administrator.

IP Address/Host

This list identifies the computers that can access the display wall through the RemoteControl function.

Add

Use this button to add an IP address or host name.

Delete

Use this button to delete the selected IP address or host name from the list.

Restrict Access to Hosts in the List Above

Enable this option to restrict access to RemoteControl functionality to the list shown. No other computers will be allowed access.

Save

Use this button to save the RemoteControl settings.

Troubleshooting RemoteControl Client

Message: "Failed to connect to server"

Possible Solution:

- Ensure RemoteControl service is running on the controller.
- Check that the Host Address specified on the *RemoteControl Client* window correctly points to your controller.

Message: "A required privilege is not held by the client"

Possible Solution:

- Ensure RemoteControl service is running on the controller with Administrative permissions with "act as part of the operating system" enabled.
- Consult your RS-232 controller documentation for further details.

RemoteControl Client

Taking Control

1. In WallManager, click the *Administration* tab. The *Administration* window appears.
2. Click *Client Applications* on the navigation panel to the left. The *Client Application* window appears.

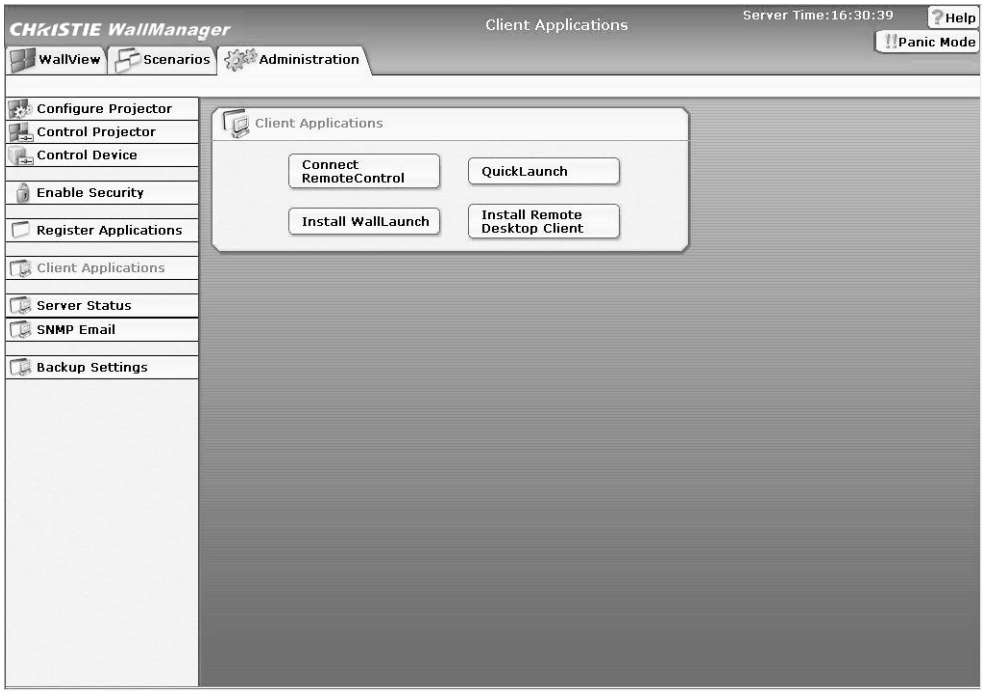


Figure 5-5

3. Click *Connect RemoteControl*. The *RemoteControl Client* dialog appears.

Figure 5-6

Note: For first time installations, you may be prompted with an internet download dialog before the RemoteControl Client dialog appears. Ensure the Open option is selected and click OK. You may also be prompted with a security warning. Click Yes to install the software.

4. To identify the controller, click *Settings*. The *Settings* dialog appears.

Figure 5-7

5. Enter the controller's host name or IP address in the *Host* field.
6. Select the language you want RemoteControl to work with and click *Save*.
7. On the *RemoteControl Client* dialog, click *Connect*. When you are connected to the controller, the *RemoteControl Client* window shows the status of the connection in the lower left panel and the *Disconnect* button is enabled.

Note: If WallManager security is enabled, the Connect Login dialog appears. Log in using a valid WallManager user ID and password.

8. Press *SHIFT+ESC* to take control.

Releasing Control

To release control of the controller press *SHIFT+ESC* again.

5.2 RemoteDesktop

RemoteDesktop allows you display a client PC's desktop by setting up the client PC as a source for MediaManager windows. The controller comes installed with the server portion of RemoteDesktop. The remote workstation needs to be set up to allow MediaManager to connect. RemoteDesktop can display both Windows and Linux desktops.

The following section contains the following:

- RDClient
- Set up a Linux Desktop for Display
- Using RemoteDesktop

RDClient

The following topics are outlined in this section:

- Installing RDClient
- Starting RDClient
- Closing RDClient
- Configuring RDClient

Installing RDClient

The RDClient installation is initiated from WallManager's *Administration* tab.

1. In WallManager, click the *Administration* tab. The *Administration* window appears.

2. Click *Client Applications* on the navigation panel to the left. The *Client Applications* window appears.

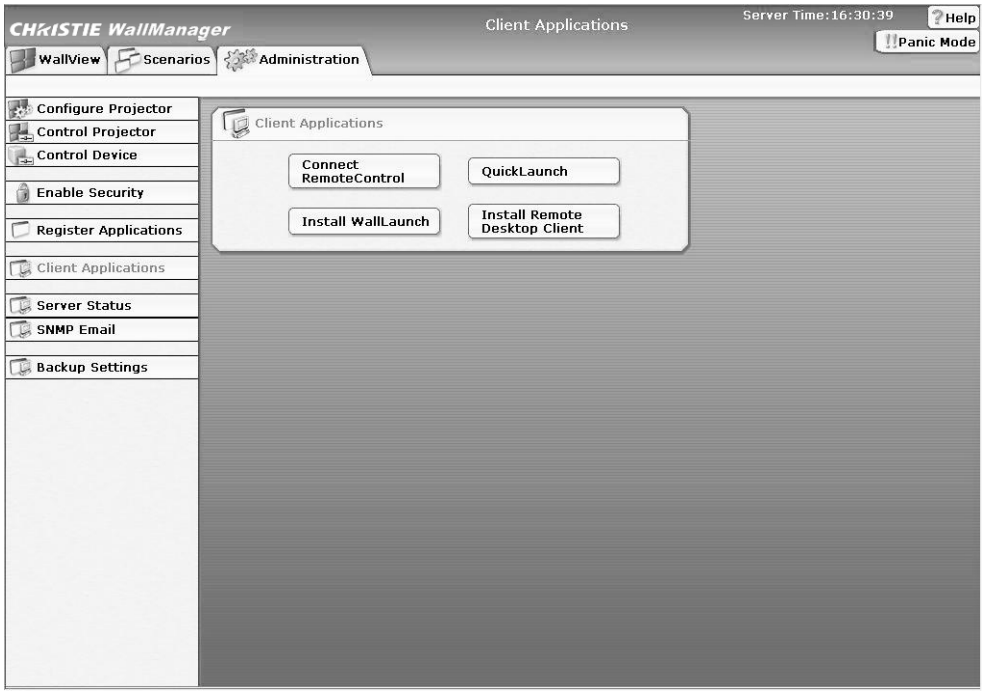


Figure 5-8

3. Click *Install RemoteDesktop Client*. The InstallShield Wizard for RDClient appears.

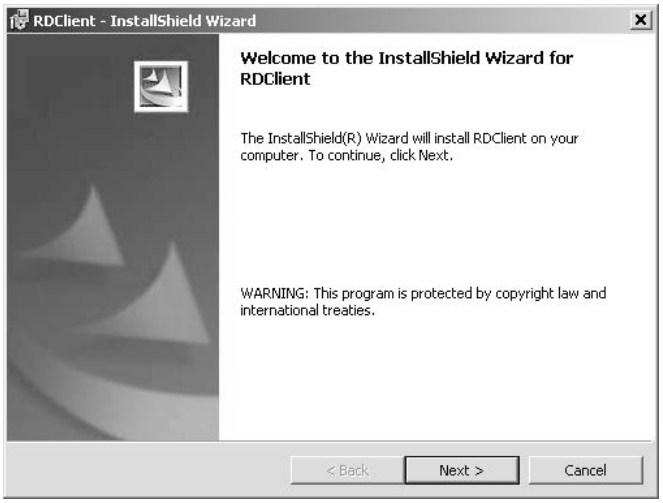

RDClient - InstallShield Wizard
Welcome to the InstallShield Wizard for RDClient
The InstallShield(R) Wizard will install RDClient on your computer. To continue, click Next.
WARNING: This program is protected by copyright law and international treaties.
< Back
Next >
Cancel

Figure 5-9

Note: For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Ensure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.

4. Click *Next*. The *License Agreement* window appears.

RDClient - InstallShield Wizard
License Agreement
Please read the following license agreement carefully.
GNU GENERAL PUBLIC LICENSE
Version 2, June 1991
Copyright (C) 1989, 1991 Free Software Foundation, Inc.
675 Mass Ave, Cambridge, MA 02139, USA
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.
Preamble
I accept the terms in the license agreement
I do not accept the terms in the license agreement
Print
InstallShield
< Back
Next >
Cancel

Figure 5-10

5. Accept the license agreement and click *Next*. The *Setup Type* window appears.

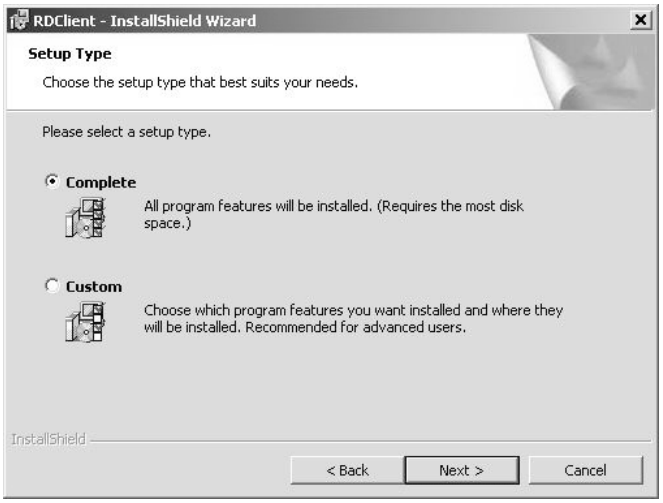

RDClient - InstallShield Wizard
Setup Type
Choose the setup type that best suits your needs.
Please select a setup type.
Complete
All program features will be installed. (Requires the most disk space.)
Custom
Choose which program features you want installed and where they will be installed. Recommended for advanced users.
InstallShield
< Back
Next >
Cancel

Figure 5-11

6. Click *Next*. The installation wizard is ready to install the RDClient software. Click *Install* to install the software.

7. When the installation is complete, the *InstallShield Wizard Completed* window appears. Click *Finish* to dismiss the wizard.

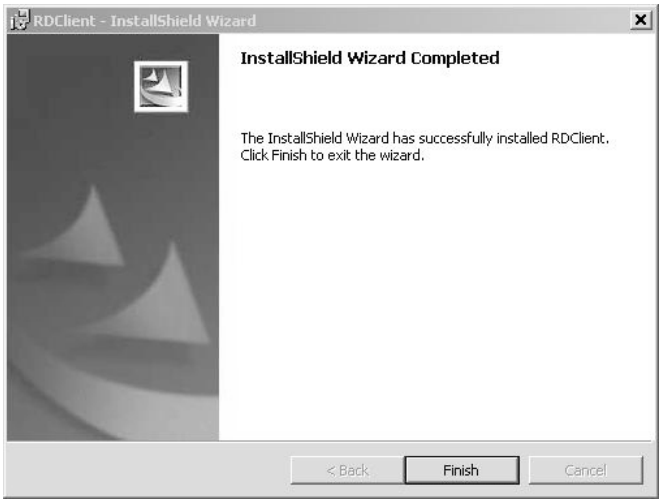

RDClient - InstallShield Wizard
InstallShield Wizard Completed
The InstallShield Wizard has successfully installed RDClient. Click Finish to exit the wizard.
< Back
Finish
Cancel

Figure 5-12

Starting RDClient

Start RDClient by double-clicking on the icon located on the desktop or by navigating through the Start Menu-*Start> Programs> Christie>* MASTER*Suite> RDClient*.

When RDClient is running, its icon is visible in the system tray.

When a user is connected to RDClient, the RDClient icon background changes from black to white to show that there is an active connection.

Closing RDClient

To close the RDClient application, right-click on the *RDClient* tray icon and select *Close RDClient* from the menu.

Configuring RDClient

1. Open the *RDClient Properties* window by double-clicking on the *RDClient* icon in the system. The *RDClient Properties* dialog appears.
2. On the *Authentication* tab, ensure the *VNC Password Authentication* option is selected and click the *Configure* button.

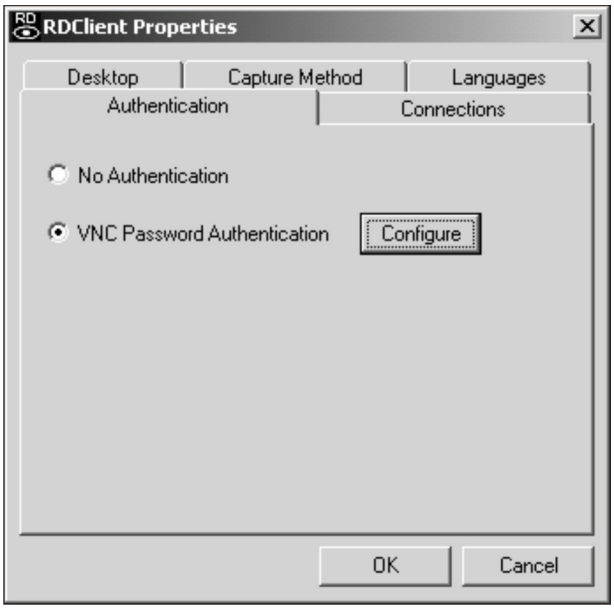


Figure 5-13

Note: If you want MediaManager to connect to RDClient without password security, contact your system administrator to determine if you are operating in a secure environment, such as a secure LAN or firewall-protected network. If you are not working in a secure environment, the No Authentication option is not recommended.

3. On the *VNC Server Password* dialog, specify and confirm the password that MediaManager will use to connect to RDClient. The password can be up to 8 alphanumeric characters. Click *OK* to close the dialog.

Figure 5-14

4. On the *Connections* tab, ensure the option *Accept connections on port:* is enabled and specify the port MediaManager will use to connect to RDClient.

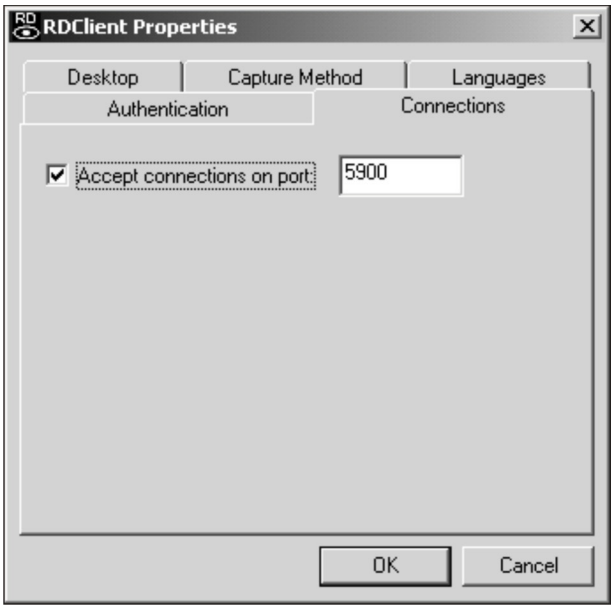


Figure 5-15

5. On the *Desktop* tab, specify the background information that will be sent to the display wall. Unless the information is required, performance can be improved by selecting all options. Not sending the wallpaper and interface effects decreases processor usage and network bandwidth.

Figure 5-16

- *Remove desktop wallpaper* turns OFF the wallpaper on the client PC and also disables Active Desktop components.
- *Disable user interface effects* disables desktop enhancements; such as font smoothing, window title bar shading, menu animation and so on.

Note: Update performance depends on the general performance of the remote workstation, the graphics drawing activity of the information being sent to the display wall, network performance and the frame rate setting specified in the MediaManager channel setup. If the workstation is running very sluggishly while there is an active RDClient connection, it is possible to improve the workstation performance by decreasing the RemoteDesktop frame rate in MediaManager.

6. On the *Capture Method* tab, you can specify how the information sent to the display will be updated.

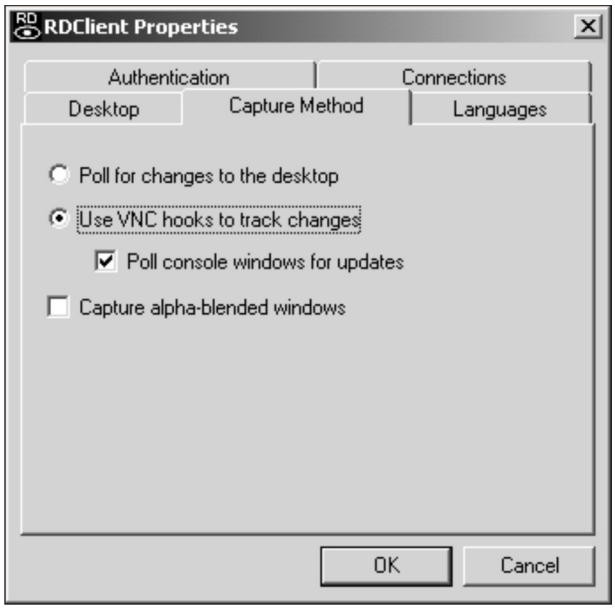


Figure 5-17

- *Poll for changes to the desktop* is used when the client PC is running video. VNC server polls strips of the screen for changes. The polling mechanism attempts to minimize the load on the server computer while delivering a reasonable level of responsiveness. The upgrading may visibly degrade if you have a slow connection.

- *Use VNC hooks to track changes* is generally used unless you want to send video from the client PC to the display wall. This update mechanism is more efficient than continuous polling, but relies on certain properties of Windows applications and so can "miss" updates in some situations. It polls the screen infrequently to catch any missed updates.
  VNC Hooks cannot track console windows because of limitations in the operating system. Check *Poll console windows for updates*, to poll console windows for changes, then VNC Server will track the visible parts of console windows.
- *Capture alpha-blended windows* is used when you need to display an application with tool tips. This option increases the load on the server and may cause the cursor to flicker.

7. On the *Languages* tab, select the language MediaManager will use to display the *RDClient Properties* dialog.

Figure 5-18

8. Click *OK* to confirm your changes and close the dialog. Changes take effect as soon as you click *OK*.

Set up a Linux Desktop for Display

To mirror the desktop of a Linux machine, a program such as KDE Desktop Sharing or 'X0rfbServer' is required. The following section describes how to set up the KDE Desktop Sharing program and use it with MediaManager. These instructions are written for Mandrake Linux 9.2, but they will work for most Linux distributions with minor changes.

The KDE Desktop Sharing program is installed with the KDE Network package, which is installed on Mandrake Linux by default.

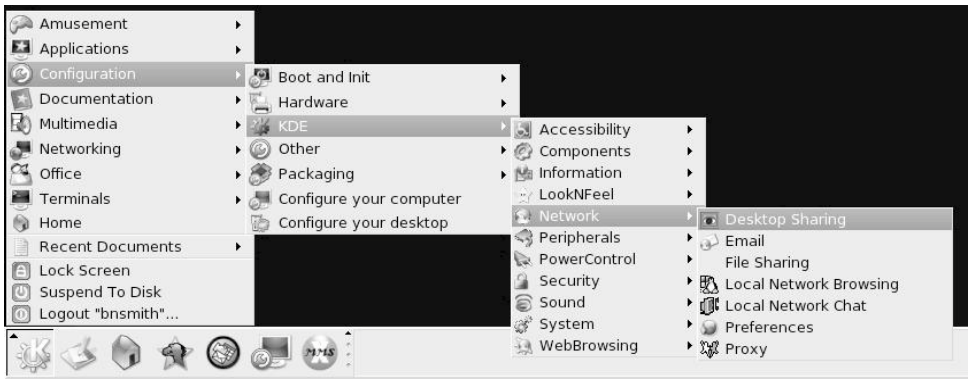


Figure 5-19

1. To enable desktop sharing, click on the *K* button in the bottom left corner of the screen, then click *Configuration > KDE > Network > Desktop Sharing.* This will open up the *Desktop Sharing* configuration window.

Figure 5-20

2. Check the *Allow uninvited connections* option and uncheck the *Confirm uninvited connections before accepting* option. Enter a password in the *Password* field. Record this password and click *OK*.
3. You must now find out either the Network Identification Name or the IP Address of the computer.
4. Open up a console by pressing *ALT-F2* and typing *'xterm.'*
5. In the console window, type the command *'/sbin/ifconfig'* and press *Enter*. The IP Address of the computer is printed in the *'inet addr'* field, and should look something like '192.168.10.10' Record this value to use when setting up the RemoteDesktop channel.

Using RemoteDesktop

Once you have the PC client set up, you will need to setup a RemoteDesktop channel in MediaManager. You will need the following information from the setup procedure: Host name/IP address, Port and password.

For basic instructions for creating a MediaManager channel, see Create New Channel on page 2-8.

For more information about specific fields in the Channel Properties Dialog see page 2-10.

5.3 WallLaunch

WallLaunch allows you to start scenarios from a remote PC without opening WallManager. By passing parameters to the WallLaunch program, users are able to create multiple desktop shortcuts for launching frequently used scenarios. Direct calls to WallLaunch can be incorporated into end-user software to allow for specified tasks and events to be launched when alarm conditions are encountered.

The following topics are outlined in this section:

- Install WallLaunch
- Start a Scenario Using WallLaunch
- Create Scenario Shortcuts on Your Desktop

Install WallLaunch

The WallLaunch installation is initiated from WallManager's *Administration* tab.

1. In WallManager, click the *Administration* tab. The *Administration* window appears.
2. Click *Client Applications* on the navigation panel to the left. The *Client Applications* window appears.

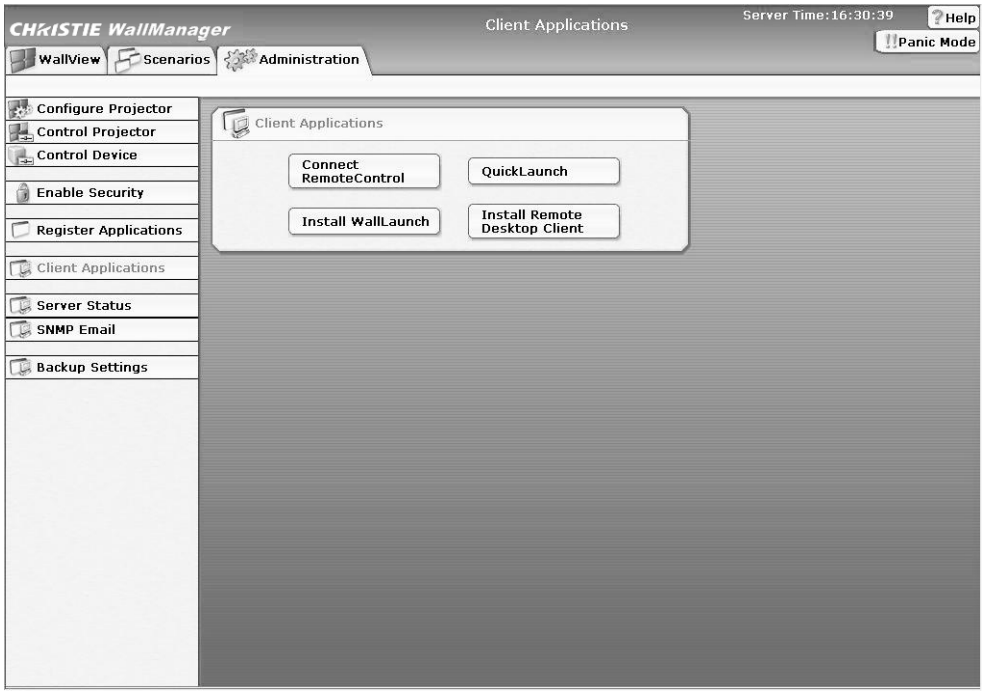


Figure 5-21

3. Click *Install WallLaunch*. The InstallShield Wizard for WallLaunch appears.

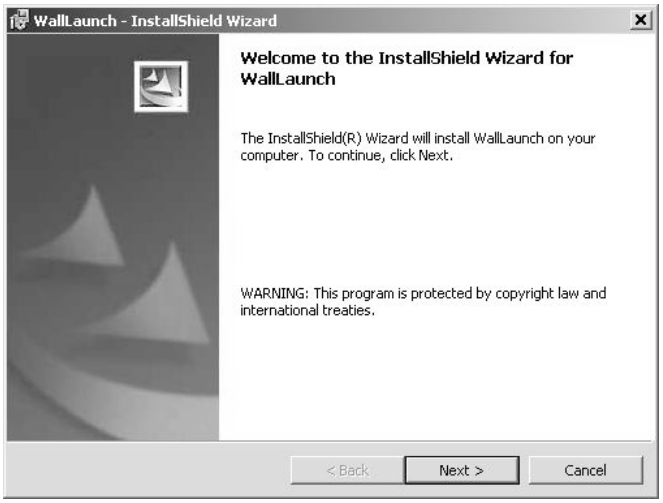

WallLaunch - InstallShield Wizard
Welcome to the InstallShield Wizard for WallLaunch
The InstallShield(R) Wizard will install WallLaunch on your computer. To continue, click Next.
WARNING: This program is protected by copyright law and international treaties.
< Back
Next >
Cancel

Figure 5-22

Note: For first time installations, you may be prompted with an internet download dialog before the InstallShield Wizard appears. Ensure the Run option is selected and click OK. You may also be prompted with a security warning. Click Run to install the software.

4. Click *Next* and the *Server Name* window appears.

Figure 5-23

5. Identify the controller, and click *Next*. The *Custom Setup* window appears.

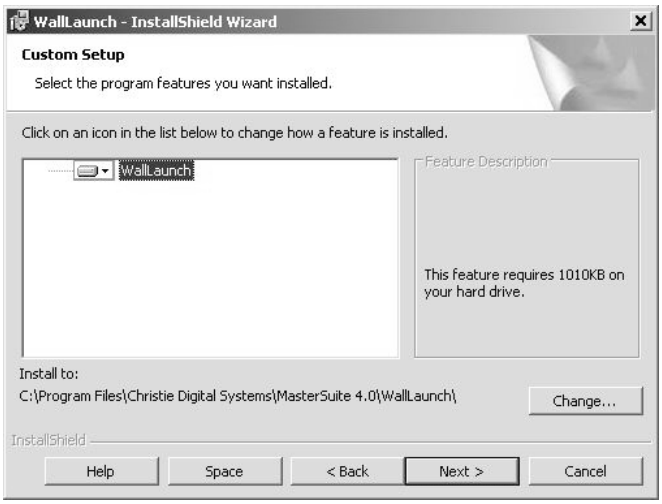


Figure 5-24

6. Click *Next* and the *Ready to Install the Program* window appears.

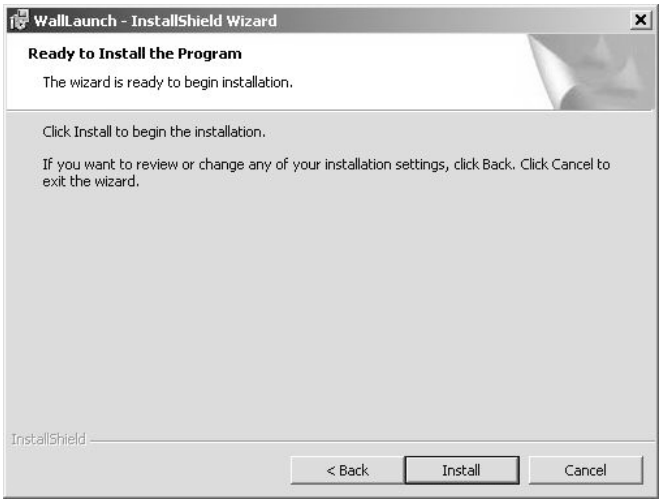

WallLaunch - InstallShield Wizard
Ready to Install the Program
The wizard is ready to begin installation.
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
InstallShield
< Back
Install
Cancel

Figure 5-25

7. Click *Install*. The wizard displays progress information and then the *InstallShield Wizard Completed* window.

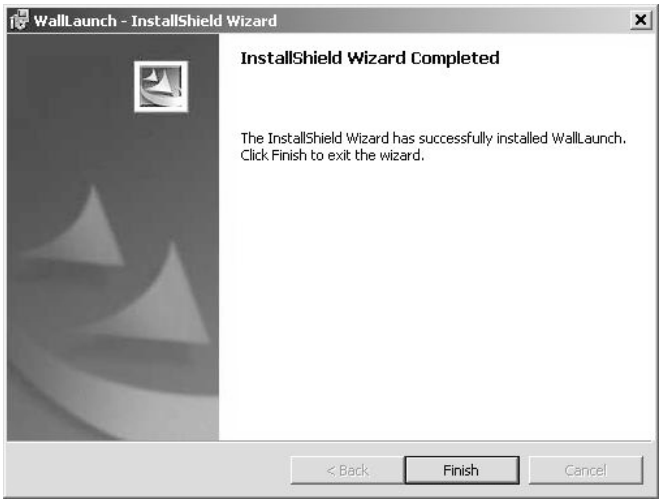

WallLaunch - InstallShield Wizard
InstallShield Wizard Completed
The InstallShield Wizard has successfully installed WallLaunch. Click Finish to exit the wizard.
< Back
Finish
Cancel

Figure 5-26

8. Click *Finish* to dismiss the wizard.

Select Language for WallLaunch

You can specify the language to use in WallLaunch.

1. Start WallLaunch by navigating through the Start Menu – *Start>Programs>Christie>*MASTER*Suite>WallLaunch*. The WallLaunch window appears.

Figure 5-27

2. Click the *Settings* button. The *Settings* dialog appears.

Figure 5-28

3. Select the language you want to use with WallLaunch, and click *Save*.

Start a Scenario Using WallLaunch

WallLaunch automatically lists all the scenarios that are available when you start WallLaunch. If WallManager security is enabled, you will only see the scenarios available for your security level.

1. Start WallLaunch by navigating through the Start Menu – *Start>Programs>Christie>*MASTER*Suite>WallLaunch*. The *WallLaunch* window appears.

Figure 5-29

2. Click a scenario to select it.
3. Click *Start*. The scenario is started on the display wall.

Create a Scenario Shortcut on Your Desktop

WallLaunch allows you to create shortcuts for scenarios on a remote desktop.

1. Start WallLaunch by navigating through the Start Menu – *Start>Programs>Christie>*MASTER*Suite>WallLaunch*. The WallLaunch window appears.
2. Click a scenario to select it.
3. Click *Create Shortcut*. A dialog window will open prompting you to select where to create the shortcut.

Edit a WallLaunch Shortcut on Your Desktop

WallLaunch allows you to create shortcuts to start a scenario. You can edit such a shortcut to change what the shortcut does.

1. Right-click on the shortcut and click *Properties*.
2. In the *Target* field, move the cursor to the end of the command. You should see the following: *-hhostname "-lscenario"* where hostname identifies the system that the scenario will be run on.

3. You can make the following changes:
   - To change the shortcut to stop a scenario, change the –l to a –k in the –l scenario parameter.
   - To specify a different host change the hostname in the –*hhostname* parameter.

5.4 Christie RS-232 Control Server

The RS-232 Control Server allows you to start and stop scenarios on the display wall using a serial device (e.g. Crestron or AMX). The controller comes installed with the RS-232 Control Server and the service runs automatically when the controller is turned ON.

1. On the controller, open the *RS-232 Control Server* window by double-clicking on the *RS-232 icon* in the system tray. The *Christie RS-232 Control Server* dialog appears.

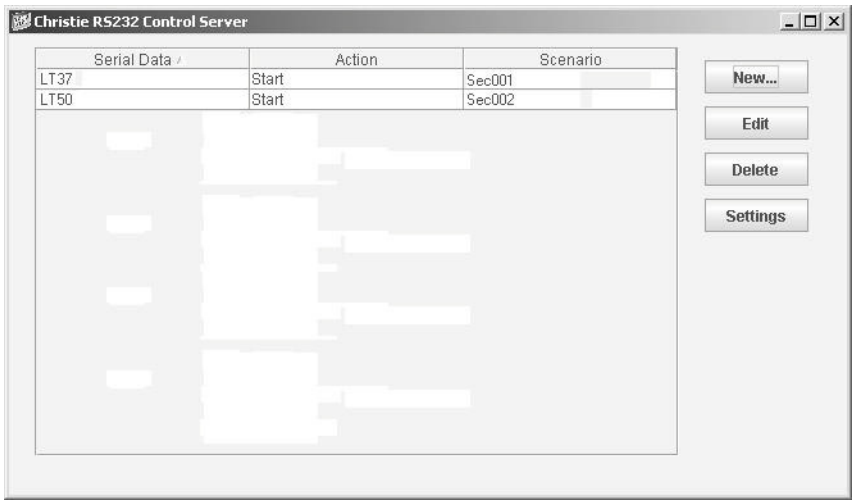


Figure 5-30

2. Click the *Settings* button. The *Settings* dialog appears.

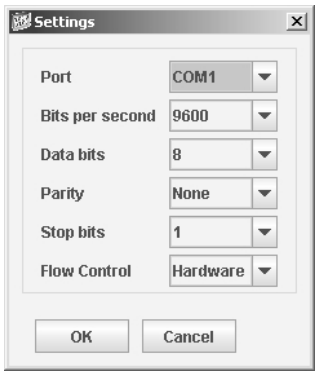


Figure 5-31

3. Adjust the communication settings to match your device and click *OK* to save the settings and dismiss the *Settings* dialog.

4. Click *New* to setup the controller. The *Serial Event Properties* dialog appears.

Figure 5-32

5. Record the serial data associated with a button or action on the serial control device by clicking the *Record* button. The RS-232 controller listens and records the next action at the serial control device.

Note: You can specify the serial data string associated with a button or action on the serial control device by hand. For more information see the documentation that came with your serial control device.

6. Indicate either a *Start* or *Stop* action to be associated with the serial data string.
7. Select the scenario that will be started or stopped.
8. Click *Save* to save the data and close the dialog.

Section 6

Setting Wall Display Properties

MediaManager supports two graphics cards, the D4A module and the original D4 module. For technical information about the two graphics cards, refer to the Specifications section of the MASTER*Suite* Hardware Manual.

6.1 Configuring Display Properties

Additional display properties for the D4A and D4 modules allow you to customize the way you view your display wall. You can specify parameters such as, number and configuration of screens, color depth and refresh rate.

Important! Close all MediaManager windows (RGB and/or Video) before modifying the display properties. If these settings are modified while MediaManager windows are open, the system will exhibit artifacts or unpredictable behavior until the system is re-booted.

Change display Settings

To access the additional display properties, do the following:

1. Right-click on the desktop and select *Properties*.
2. Click on the *Settings* tab.
3. Click the *Advanced* button.

4. On the *Advanced Settings* dialog, click the *Christie tab*.

   The Screen Configuration represents the number of screens and configuration of the currently defined display wall. This will change automatically as the settings in the rest of the window are modified.

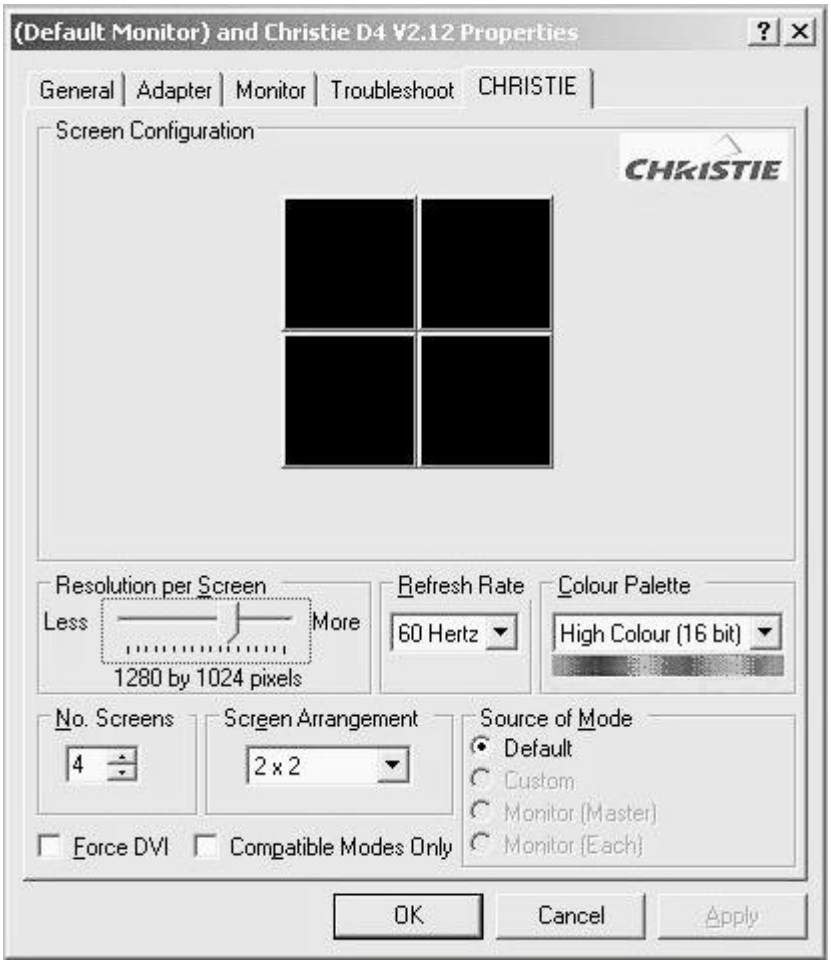


Figure 6-1

5. Update the settings as required. For information about the settings, refer to Screen Configuration Options, outlined below.
6. Click *OK* to accept the changes and close the dialog.

Screen Configuration Options

Resolution per Screen

Enter a resolution that each adapter will output by adjusting the slide bar. This should be set to the resolution expected by the display devices. Refer to the following table for available display modes. If the *Compatible Modes Only* checkbox is enabled, then the available resolutions will be restricted to modes that are compatible with the display device.

Table 6.1 Display Output

Resolution (Pixels x Line)	**Vertical Frequency (Hz)**
Standard Monitor Resolutions	60, 72, 75, 85
1024 x 768	60,70,75,85
1152 x 864	60,70,75,85
1280 x 768	56,70
1280 x 1024	60,75,85
1280 x 1024	60,75
1360 x 765	60
1400 x 1050	60
1600 x 1200	60,75,85
1600 x 1200	60,75
Plasma Modes	
852 x 480	60
Pioneer 50 ″	
1280 x 768	56,70
NEC 42″	
848 x 480	60
856 x 480	60
NEC 50″	
1360 x 765	60
NEODIGM PK8401	
1706 x 960	60
SPECIAL	
2048 X 1536	30,35,38

Refresh Rate

Use the *Refresh Rate* drop-down menu to select a refresh frequency for the system. The refresh rates available depend on the resolution selected. They correspond to the VESA standards.

Color Palette

Use the *Color Palette* drop-down menu to select a color depth setting used by the system. Select from 8bpp, 16bpp (recommended setting) or 32 bpp.

No. of Screens

Enter the number of screens in your display wall by entering a value in the *No. of Screens* field. You can increase or decrease the value in this field using the up or down arrows. The value you enter in this field depends on the number of *D4A*/*D4* modules installed in your controller.

Important! Each D4A/D4 module can be connected to a maximum of four display devices. The maximum number of D4A modules that can be installed in a controller is 16, making a total of 64 screens that can be handled. The maximum number of D4 modules that can be installed in a controller is 10, making a total of 40 screens that can be handled. It is important you do not exceed the hardware limitations of your system. If the value is set beyond the capabilities of your hardware, the system will display as a 1 x 1 (1600 x 1200 @ 60Hz).

Note: If you increase the number of screens (beyond what is configured at the time the system is booted), you will be required to reboot the system before the changes take place. This is due to the operating system initializing only the used adapters.

Screen Arrangement

Select this drop-down menu to choose a display wall configuration. All valid display wall configurations are listed.

Source of Mode

The display driver reads the Extended Display Information Data (EDID) from each monitor and reads the Registry to find detailed display timing information. The *Source of Mode* group box shows which mode sources are available for the selected resolution and color depth. *Source of Mode* has 4 options.

- *Default* - Monitor timing information from the display driver's internal tables.
- *Custom* - Monitor timing information from the Registry. (For more information, see *Defining Custom Modes*, below.)

- *Monitor (Master)* - Monitor timing information from the monitor attached to output 1 of the D4/D4A outputs.
- *Monitor (Each)* - The monitor timing information from each monitor is used for the output connected to that monitor.

Force DVI Output

When the display driver initializes it reads the EDIDs of the attached screens to determine if the DVI (digital) or analog outputs should be used. If the display device does not provide EDID information then this control is used to decide which output to enable.

If the check box is in an indeterminate state it signifies the enabled outputs are not as requested by the user. This will occur if a mixture of analog and digital screens are used or if the type of display device used is different to the Force DVI state.

Since the DVI (digital) output supports a lower pixel dot-clock frequency than the analog output, the resolution dialog is updated when the check box is changed to reflect the resolutions supported by the active output.

Compatible Mode Only

If EDID information is available for the display device(s), then checking this box restricts the list of available resolutions to those that are compatible with the monitor(s). If EDID information is not available, then this control has no effect.

Defining Custom Modes

The D4A module allows you to define Custom Modes in the Registry for each device. Registry entries for multiple devices are numbered Device0, Device1, etc.

HKEY_LOCAL_MACHINE\SYSTEM\CURRENTCONTROLSET\SERVICES\DGC123 \DEVICE0

Note: For the D4 module use: HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\Horizon\Device

In a *REG_MULTI_SZ* value named "Mode". Each mode definition is on a single line (there can be multiple mode definitions each on a new line). The mode definition should be typed in the following format as a comma-separated string:

X, Y, Refresh, hfp, hsync, hbp, vfp, vsync, vbp, hpol, vpol, dotclock

For example: 1280,1024,50,24,240,144,3,3,1,0,0,90139

The following table explains what each value represents:

Parameter	Details
X	Active display width in pixels
Y	Active display height in lines
Refresh	Refresh rate displayed in dialog. Also used for calculating dot-clock if no dot-clock value is provided
hfp	Horizontal front porch in pixels (value must be divisible by 8)
hsync	Horizontal sync width in pixels (value must be divisible by 8)
hbp	Horizontal back porch in pixels (value must be divisible by 8)
vfp	Vertical front porch in lines
vsync	Vertical sync width in lines
vbp	Vertical back porch in lines
hpol	Horizontal sync polarity (0 = negative, 1 = positive)
vpol	Vertical sync polarity (0 = negative, 1 = positive)
dotclock	Pixel dot-clock in KHz (optional). Allows more accurate control of the dot-clock

Note: If this registry value is amended the Christie tab must be closed then re-opened to ensure the new values are read from the Registry.

Section 7

Troubleshooting

This section includes:

- Back Up Settings
- Remote Operation
- Display
- MediaManager Windows

7.1 Back Up Settings

If you need to contact support, create a record of your current settings.

1. In WallManager, click on the *Administration* tab. The *Administration Status* window appears.
2. In the navigation panel, select *Backup Settings*.

   Depending on your browser settings you may be asked to confirm that you want to save a file. Confirm the save.
3. Specify the location/filename and click *Save*.

   Current WallManager settings are saved to the specified file name and location.

7.2 Remote Operation

WallManager is unresponsive in Interactive Mode

If your controller is behind a firewall, check that the RMI port (1099) is open. Contact your system administrator if changes are required.

Check that the TCP/IP port specified for INTERACTIVE mode in WallManager Preferences is open. Contact your system administrator if changes are required.

WallManager cannot connect in Interactive Mode

If your controller is behind a firewall, check that the RMI port (1099) is open.

WallManager on a remote PC shows a desktop with application windows, but the display wall does not.

Microsoft Windows on the controller displays one of a number of desktops depending on the state of the operating system. WallManager on a remote PC reflects the state of a “user” desktop. Commands issued are not processed by the controller when another desktop is displayed on the display wall (login desktop or screensaver).

- Locking the controller by pressing the Windows key and L prevents communication. Ensure the controller has not been locked.
- Ensure the screensaver is not active on the controller.
- If your controller is behind a firewall, check that the appropriate TCP/IP ports are open, see above.

7.3 Display

Channel does not display or is erratic

Check the video card acceleration. On the *Display Properties* dialog, click the *Settings* tab. Click the *Advanced* button and from the *Monitor Properties* dialog, click the *Troubleshoot* tab. Set *Hardware Acceleration* to *Full* and restart the system.

Channel content does not refresh properly

Click CTRL+F5 to refresh the source.

7.4 MediaManager Windows

Cannot open MediaManager window

MediaManager requires that the controller be started up with an administration level account. Check that the controller was started up with an administration level account.

Check that the Christie WebServer is running. To check if Christie WebServer is running go to: *Settings>Control Panel> Administration Tools>Services>* and scroll down to *Christie Web Server*. If the server is not running right-click and select *Start*.

If your controller is behind a firewall, check that the MediaServer port is open. The default port is 8001. You can change the port used by MediaServer by changing its registry entry: *HKLM/Software/Christie/RemotingPort*.
Contact your system administrator if changes are required.

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